Reserved to the second second



















CATALOGUE 1986-1991



CATALOGUE 1986-1991

Produced by Games Workshop

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Important

Citadel Miniatures are intended for collectors, modellers and gamers.

They are not Toys

Our plastic miniatures are not suitable for children under 36 months due to small parts and essential pointed components

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

Do not put them in your mouth or lick them. Do not buy them for or give them to small children.

Our metal miniatures should never be given to children under the age of 14 years, nor to anyone you cannot trust not to suck them.

Citadel miniatures are supplied unpainted and without banners. For painting your miniatures we recommend Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue.



INTRODUCTION

Welcome to the new Citadel Catalogue, a comprehensive listing of Citadel Miniature's range of plastic and metal models.

Citadel Miniatures

Citadel Miniatures manufacture the largest range of metal and plastic gaming miniatures in the world. We make an extensive range of high-quality miniatures and model kits for collectors, modellers and gamers.

What's more, everybody involved with the design of one of our new miniatures is a keen gamer – from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniature are made by gamers for gamers. Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

But, up until now, there was no way to tell exactly what we made. The Citadel Catalogue is designed to change that. The two volumes you hold in your hands are the product of months and months of hard work. Now, for the first time, nearly all of our available miniatures have been compiled together into one place.

We have split the catalogue into two sections for a couple of reasons. The first is that by making the catalogue two volumes, we could separate the Warhammer 40,000 and Warhammer Fantasy miniatures. That way it will be even easier to find the model you want.

Second, at nearly 360 pages the Citadel Catalogue would be so huge if it were one book, that it would push the limits of the binding processes that our printers use. The weight of the pages alone would mean that heavy use would tend to weaken the book's spine and would cause the pages to drop out. As the catalogue will be referred to constantly, and take much more wear and tear than a normal book, we decided to split it into two sections to make it as durable as the printing and binding process allows.



Updating The Catalogue

Of course, while the catalogue was up-to-date when it went to be printed, this won't remain true for very long! As our designers are creating new miniatures at the rate of 3 or 4 a day the Citadel Catalogue will never be fully complete.

Therefore, new catalogue pages will appear each month in White Dwarf magazine, along with articles on collecting, painting, modelling and gaming with Citadel Miniatures. If you keep your catalogue in a box file as we suggest, you can then add the new pages to your collection as they are appear in White Dwarf and keep them ready to hand. White Dwarf is available at all Games Workshop stores, from hobby shops and all good newsagents.

As a reference source for Citadel Miniatures the catalogue does everything we wanted – every single miniature is presented in all its glory. As a source to choose your wargame army, you'll find the catalogue is unparalleled.

As the catalogue contains an example of nearly every single model that we make, it is an invaluable aid to anyone who collects Citadel Miniatures. With it you can plan your purchases, and find exactly the right model for your army.

How the Citadel Catalogue Works

To make it easy to find what you require, the Catalogue has been split up into two volumes: Warhammer 40,000 miniatures and Games Workshop Games are in the first volume, and Warhammer Fantasy Miniatures are in the second. Within these sections, the models or games are further split up into product and range. The Space Orks range, for instance, is a complete set of pages within the Warhammer 40,000 section, while all of the models for Mighty Empires are collected together in the Warhammer Fantasy section.

Each model within a range is illustrated at actual size (unless otherwise noted), so you can see exactly what the model looks like before you buy. Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need.

Many of our models now come with separate arms and weapons. Where possible we've illustrated these on the same page, or given examples of the completed models. The plastic arm and weapons which we haven't had room to show on the model's page, but that we have referred to in the model's description, are shown on page 112. The correct sprues will be included automatically when you buy the model.

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order if you are uncertain of your skill!

How to Buy Citadel Miniatures

All of the models illustrated in the Catalogue are readily available throughout Games Workshop stores and good hobby shops.

The best way to buy Citadel Miniatures is to go to a Games Workshop or other hobby store and look at the racks of miniatures. That way you'll be able to examine the models closely and at first hand. Games Workshop staff, who are all gamers and collectors like you, will be more than happy to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop Store has a wide selection of painted models, and runs regular painting and modelling sessions for both beginners and experts.

A Final Word

We've spent a very long time putting the catalogue together. At times we thought we'd never get it finished. Many months of hard work have gone into what we believe is the definitive collection of gaming miniatures in the world.

We're sure that the Citadel Catalogue will be an invaluable guide to every single Warhammer gamer, collector and modeller. We hope you agree.

IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

- Please do not put them in your mouth or lick them.
- Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to older children who you cannot trust not to suck them.

Citadel Miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue. For Citadel paints, brushes and glues see page 156.

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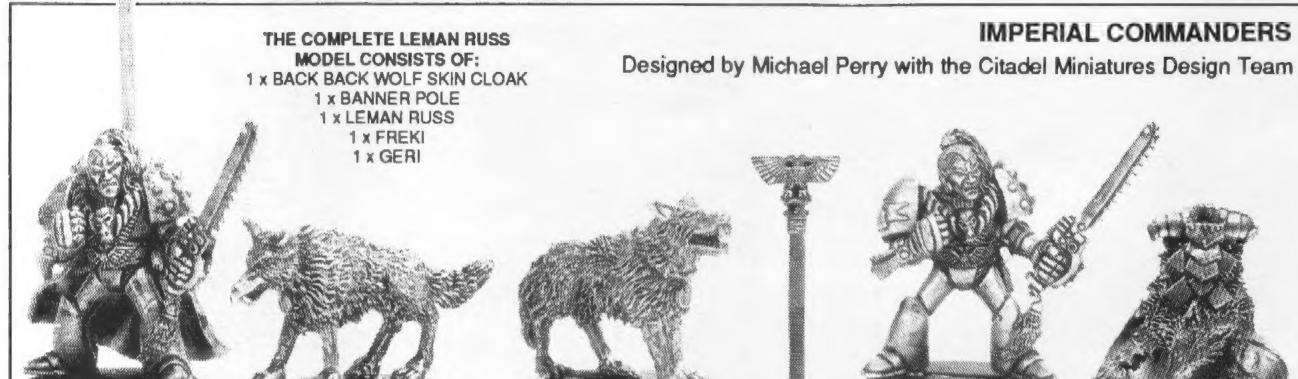
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MARINE COMMANDERS





BANNER POLE LEMAN RUSS



IMPERIAL COMMANDERS

SKIN CLOAK 070121/2

LEMAN RUSS (SPACE WOLF COMMANDER)

FREKI 070121/5

GER 070121/4

1 x BOLTER ON STAND 1 x LORD MACRAGGE

1 x SPACE MARINE HONOUR GUARD

1 x CLOAK AND HELMET ON STAND

1 x THRONE

070121/3

070121/1

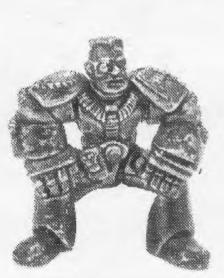
STANDARD



LORD MACRAGGE (ULTRA MARINE COMMANDER)



SPACE MARINE HONOUR GUARD 070121/53



LORD MACRAGGE 070121/54



CLOAK AND HELMET ON STAND 070121/52



THE SPACE MARINE HONOUR

WITH A SPACE MARINE BACK

PACK AND BANNER SPRUE AS

GUARD MODEL IS SUPPLIED

THRONE 070121/55

1 x BACK PACK CLOAK

Designed by Jes Goodwin

THE COMPLETE SPACE MARINE CAPTAIN MODELS CONSIST OF:



BOLTER ON STAND 070121/56

CAPTAINS



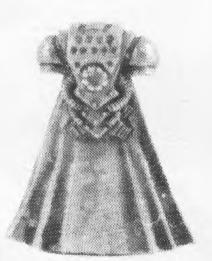
SPACE WOLF CAPTAIN 070268/4



DARK ANGEL CAPTAIN 070268/5



ULTRA MARINE CAPTAIN 070268/6



BACK PACK CLOAK 070268/7



SPACE MARINE CAPTAIN WITH TERMINATOR HONOURS 070268/1



BLOOD ANGEL CAPTAIN 070268/3



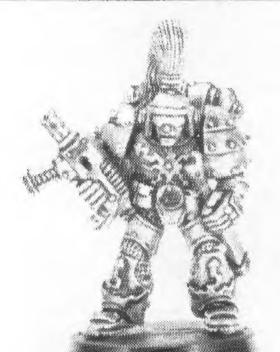
VETERAN CAPTAIN 070268/2

ALL THESE SPACE MARINE CAPTAINS ARE SHOWN WITH THE COMBINATION **BACK PACK CLOAK**



CITADEL

SPACE MARINE ARMOUR VARIANTS



THUNDER ARMOUR (SPACE MARINE MARK 1) 070270/9



CRUSADE ARMOUR (SPACE MARINE MARK 2) 070270/8

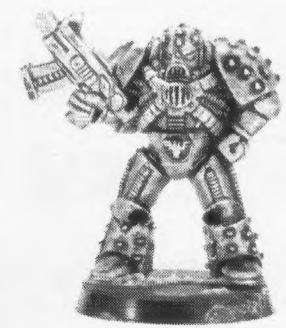


Designed by Jes Goodwin with the Citadel Design Team

IRON ARMOUR (SPACE MARINE MARK 3) 070270/10



(SPACE MARINE MARK 4) 070270/11



HERESY ARMOUR (SPACE MARINE MARK 5) 070270/7



CORVUS ARMOUR 1 (SPACE MARINE MARK 6) 070270/6



CORVUS ARMOUR 2 (SPACE MARINE MARK 6) 070270/3



ERRANT ARMOUR (SPACE MARINE MARK 8)
070380/1
THIS MODEL IS SUPPLIED WITH A SPACE MARINE
BOLTER AND BACK PACK SPRUE AS STANDARD



ARTIFICER ARMOUR 1 070270/4



ARTIFICER ARMOUR 2 070270/5



ARTIFICER ARMOUR 3 070270/1

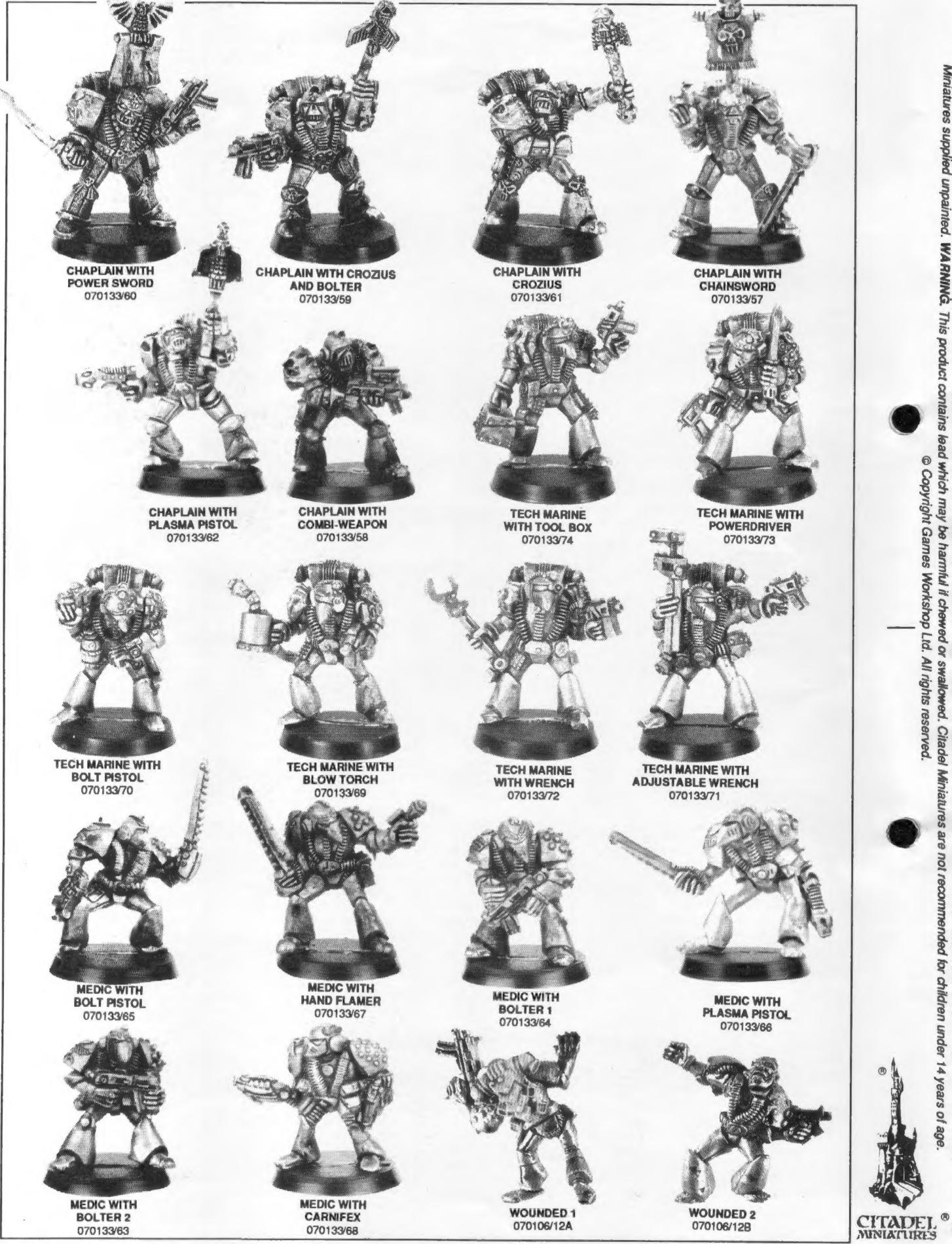


ARTIFICER ARMOUR 4 070270/2

In the last 5000 years the design of Space Marine armour has evolved through many stages, from Mark 1 to the Mark 8. Many Chapters still use all the different types, with the early models regarded as the Chapters Heirlooms. These early armours, once worn by the Chapter's greatest heroes, have been embellished by the Chaplains Artificers, who create the Chapters equipment and honour badges. The following pages show Space Marines in one or other of the variant types of Armour



SPACE MARINES



s reserved.

red. Citadel Miniatures are not recommended for children under 14 years of age

SPACE MARINES **POWER GLOVE** PLASMA GUN 1 **BOLTER 1** AND BOLTER 070145/18 070145/14 070145/3 TERMINATOR HONOURS TERMINATOR HONOURS AND POWER GLOVE AND BOLTER 1 **AND BOLTER 2** 070145/4 070145/6 070145/5 LIBRARIAN AND SCROLL LIBRARIAN AND TOME 070145/7 **FORCE SWORD** 070145/8 niatures supplied unpainted. WARNING. This product contains lead which may a 070145/9 CAPTAIN 070145/12 LIEUTENANT COMMANDER 070145/10 070145/11 POWER SWORD POWER SWORD 070119/26 AND BOLT PISTOL CITADEL ® 070119/23



SPACE MARINES





CITADEL MINIATURES

SPACE MARINES





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Designed by Aly Morrison with the Citadel Design Team

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

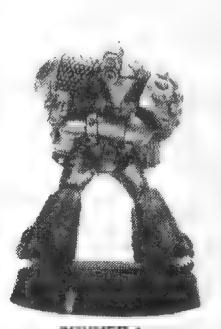
SPACE MARINE HEAVY WEAPONS





ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK.



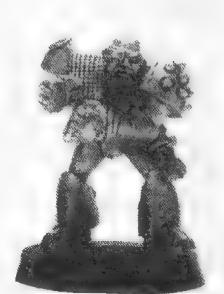


GUNNER 1 072129/21

GUNNER 4 WITH

POWER GLOVE

072129/25



GUHNER 8 072129/23



GUNNER® 072129/20



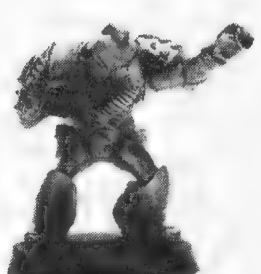
072129/13



CONVERSION BEAMER 072129/15



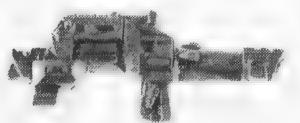
GUHNEST \$ 072129/24



GUNNERS 072129/22



MEAVY-BOLTER 072129/14



LAS CANNON 072129/12

EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS







SPACE MARINE STRIKE FORCE

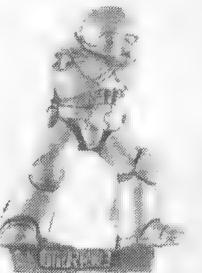




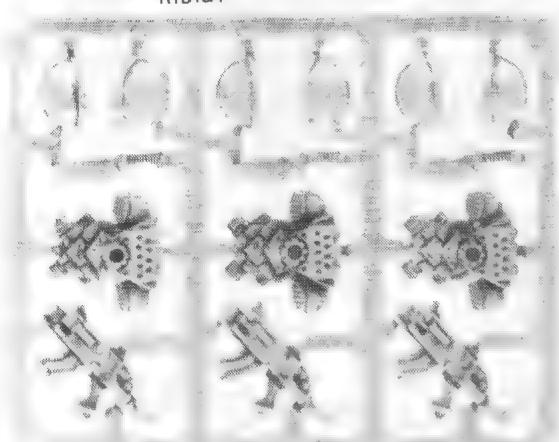
STRIKE FORCE SPACE MARINE 1 RTR15/1



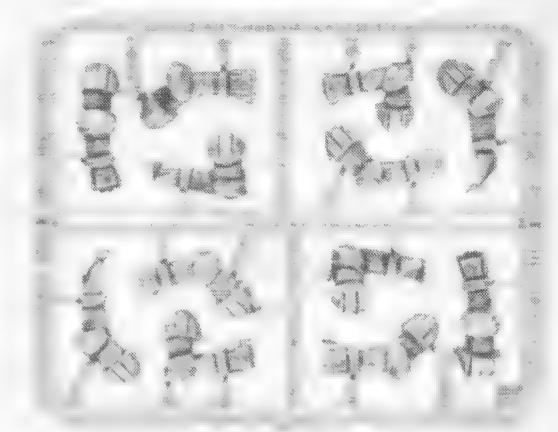
STRIKE FORCE SPACE MARINE 2 RTB15/2



STRIKE FORCE SPACE MARINE 3 RTB15/3



SPACE MARINE BOLTER AND BACK PACK SPRUE 101532



SPACE MARINE ARM SPRUE 103004

Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as Armorum Impetor or Eagle armour. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.

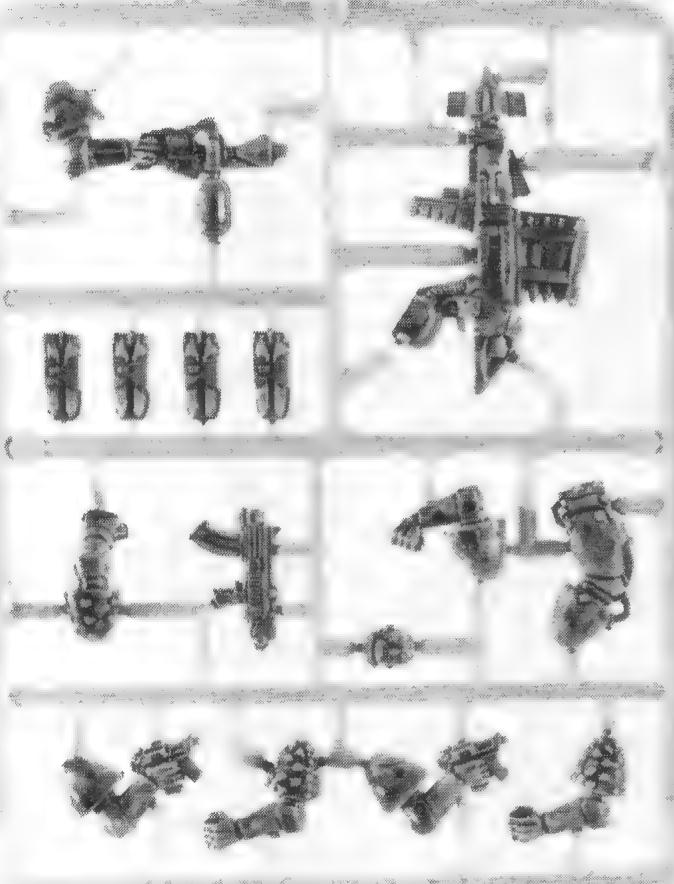




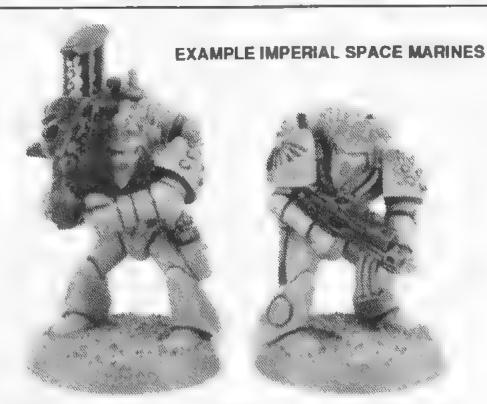
harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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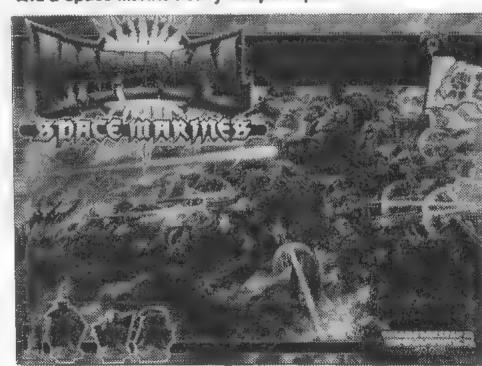
Miniatures supplied unpainted. WARNING. This product contains lead which may be

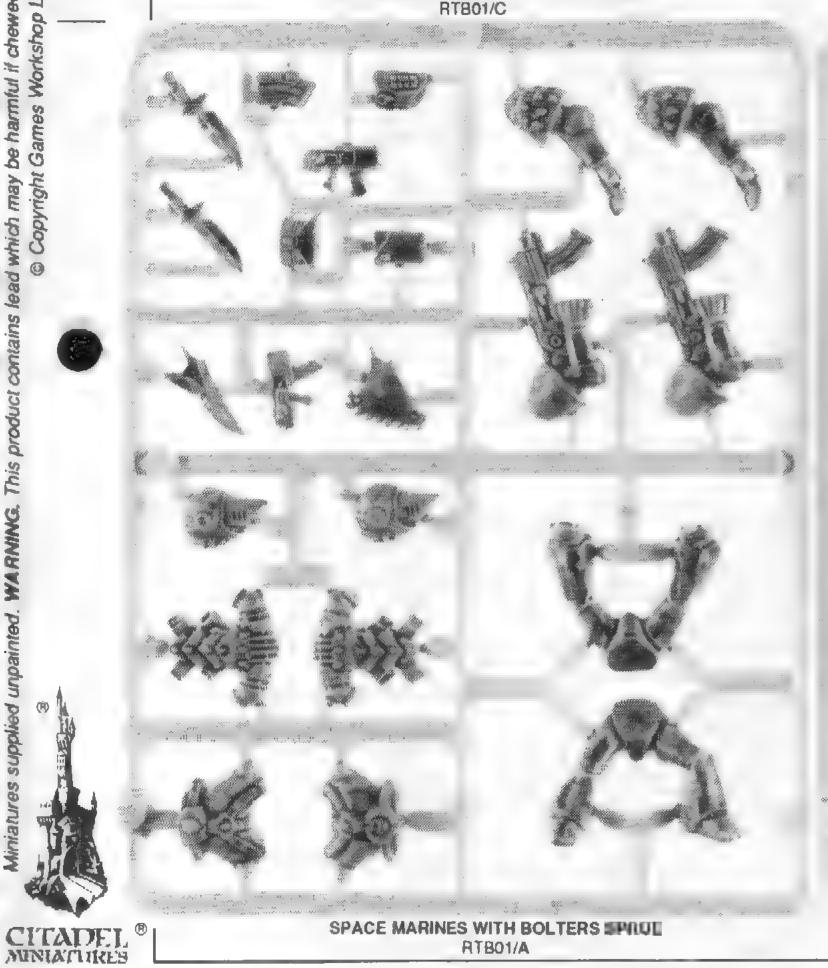


SPACE MARINE HEAVY WEAPONS SPRUE



This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamer, as well as personality models. Each box set contains 9 Space Marines with bolters sprue, 6 Space Marines with close combat sprues and 2 Space Marine heavy weapon sprue







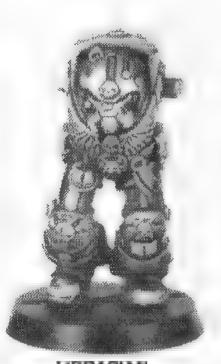
RTB01/B

TERMINATORS

BODIES



CAPTAIN **ATB9/7**



LIBRARIAN RTB/6



MATTINE 1 RTB9/5

EACH COMPLETE

TERMINATOR CONSISTS OF:

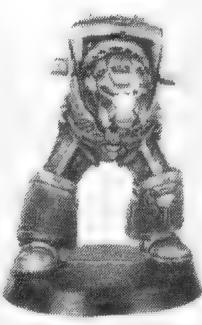
1 x BODY

1 x LEFT ARM 1 x RIGHT ARM

1 x SHIELD

PLEASE STATE WHICH

ITEMS YOU REQUIRE WHEN ORDERING





RTB9/3

MARINES **RTB9/4**

MARINE S

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:

1 x CAPTAIN 1 x LIBRARIAN 2 x MARINE 1 2 x MARINE 2 2 x MARINE 3 1 x SHIELD 2 2 x SHIELD 3 1 x CHAIN FIST

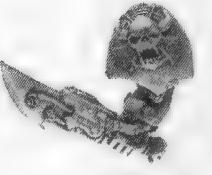
1 x FORCE AXE 1 x SERGEANT'S POWER SWORD ARM 1 x CAPTAIN'S POWER FIST 3 x STORM BOLTER 1 3 STORM BOLTER 2 1 x HEAVY FLAMER 1 x POWER FIST 1 x ASSAULT CANNON



LEFT ARMS



POWER FIST RTB9/2



FORCE AXE (WILL TAKE SHIELD) RTB9/13



CAPTAIN'S POWER FIST WITH GRENADE LAUNCHER **RTB9/12**

RIGHT ARMS



ASSAULT CANNON (WILL TAKE SHIELD) **RTB9/8**



HEAVY FLAMER RTB9/9

SHIELDS



SHIELD 1 070243/13



SERGEANT'S POWER SWORD ARM

(WILL TAKE SHIELD)

RTB9/14

SHIELD 2 RTB9/15



RTB9/16

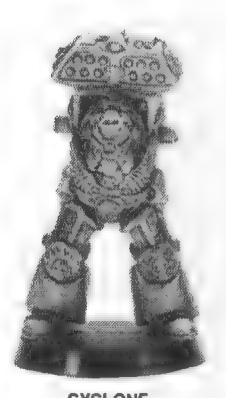
CITADEL

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

MINIATURES

TERMINATORS

CYCLONE TERMINATOR



070204/5



MISSILE TARGETER ARM 070204/6

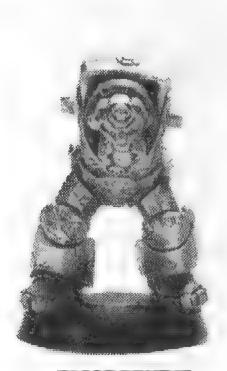
THE COMPLETE CYCLONE
TERMINATOR CONSISTS OF:
1 x CYCLONE BODY
1 x MISSILE TARGETER ARM
1 x RIGHT ARM
PLEASE STATE WHICH
RIGHT ARM YOU REQUIRE
WHEN ORDERING

RIGHT ARMS





CLOSE COMBAT TERMINATORS



070204/12



RIGHT LIGHTNING CLAW 070204/13



LEFT LIGHTNING CLAW 070204/14



THUNDER HAMMER 070204/15



070204/16



STORM SHIELD 1 070204/24



STORM SHIELD 2 070204/17

THE COMPLETE LIGHTNING CLAW TERMINATOR CONSISTS OF:

1 x CLOSE COMBAT BODY

1 x RIGHT LIGHTNING CLAW

1 x LEFT LIGHTNING CLAW

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

THE COMPLETE THUNDER HAMMER AND STORM SHIELD
TERMINATOR CONSISTS OF:

1 x CLOSE COMBAT BODY
1 x THUNDER HAMMER

1 x THUNDER HAMMER
1 x SHIELD MOUNT ARM
1 x STORM SHIELD
PLEASE STATE WHICH STORM SHIELD YOU REQUIRE

WHEN ORDERING





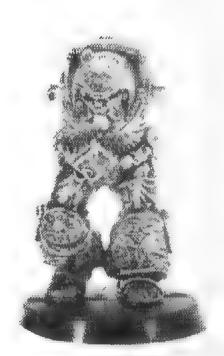
EXAMPLES OF THE COMPLETED LIGHTNING CLAW, THUNDER HAMMER AND STORM SHIELD AND CYCLONE TERMINATOR MODELS



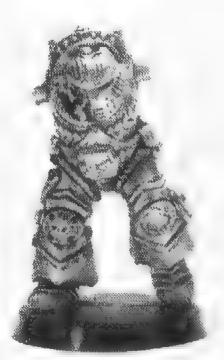
Designed by Jes Goodwin

TERMINATORS

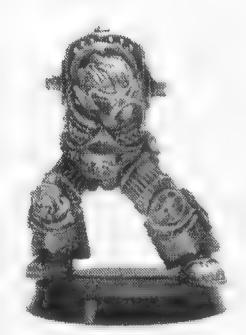
GREY KNIGHT TERMINATORS



GREY KNIGHT 1 070204/2



070243/5



GREY KNIGHT 3 070243/6

EACH COMPLETE GREY KNIGHT TERMINATOR CONSISTS OF: 1 x GREY KNIGHT BODY 1 x GREY KNIGHT LEFT ARM 1 x GREY KNIGHT RIGHT ARM 1 x NEMESIS FORCE WEAPON 1 x SHIELD

PLEASE STATE WHICH ARMS, SHIELD AND NEMESIS FORCE WEAPON YOU REQUIRE WHEN ORDERING

NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD 070204/4



NEMESIS FORCE GREAT SWORD 070243/11

GREY KNIGHT RIGHT ARMS



GREY KNIGHT RIGHT ARM 1 070204/1



GREY KNIGHT RIGHT ARM 2 070243/7



GREY KNIGHT RIGHT ARM 3 070243/8

SHIELDS



SHIELD 1 070243/13



RTB9/15



SHIELD 3 RTB9/16

GREY KNIGHT LEFT ARMS



GREY KNIGHT LEFT ARM 1 070204/3



GREY KNIGHT LEFT ARM 2 (WILL TAKE SHIELD) 070243/9



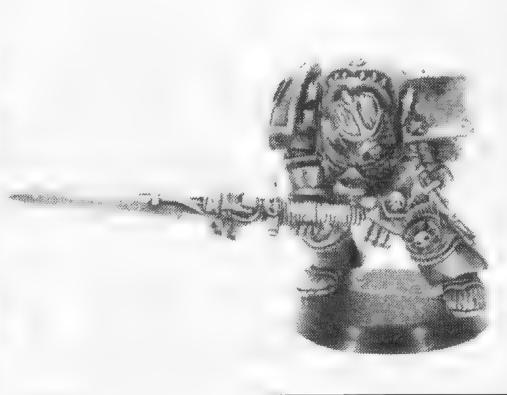
GREY KNIGHT LEFT ARM 3 (WILL TAKE SHIELD) 070243/10

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS





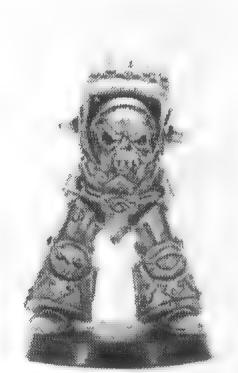


CITADEL

Designed by Jes Goodwin

TERMINATORS

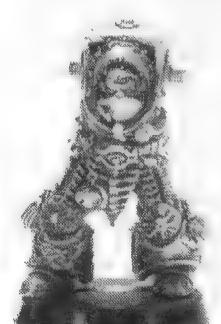
TRAITOR TERMINATORS



TRAITOR 1 070204/10



TRAITOR 2 070204/8

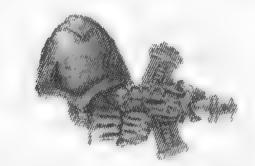


TRAITOR CAPTAIN 070243/3

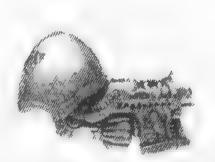
EACH COMPLETE
TRAITOR
TERMINATOR
CONSISTS OF:
1 x TRAITOR BODY
1 x TRAITOR LEFT ARM
1 x TRAITOR RIGHT ARM
PLEASE STATE
WHICH ARMS
YOU REQUIRE

WHEN ORDERING

TRAITOR RIGHT ARMS



TRAITOR STORM BOLTER 1 070243/2



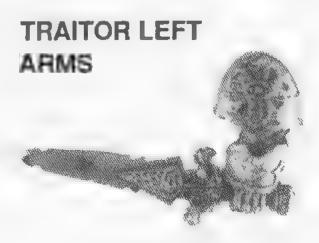
TRAITOR STORM BOLTER 2 070204/7



TRAITOR ASSAULT CANNON 070243/1



TRAITOR HEAVY FLAMER 070243/15



070243/4



TRAITOR POWER SWORD 070243/14



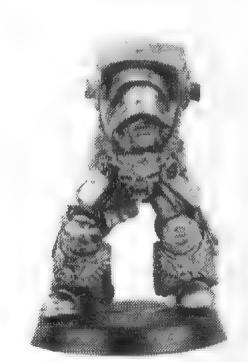
TRAITOR POWER FIST 070204/9



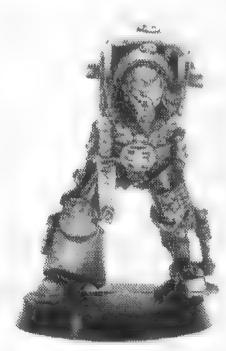
TRAITOR CHAIN FIST 070204/11

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

INQUISITOR TERMINATORS



DAEMON HUNTER 070204/22



070204/19





EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF:

1 x INQUISITOR BODY

1 x COMBI-WEAPON ARM OR PSYCANNON ARM
1 x INQUISITOR POWER FIST OR FORCE ROD ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING



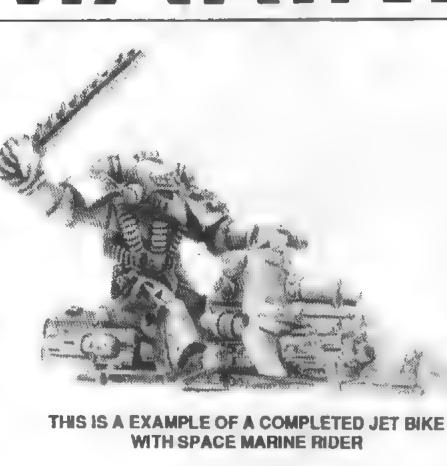
MINIATURES



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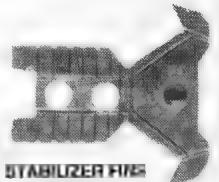
MARINE SCOUTS





THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF: 1 x JET BIKE FAIRING 1 x JET ENGINE 1 x STABILIZER FIN 1 x RIDERS LEGS 1 x RIDERS BODY PLEASE STATE WHICH RIDERS BODY AND LEGS YOU REQUIRE WHEN ORDERING

JET BIKE FAIRING WITH



TWIN BOLTER MOUNTS 072060/17

JET ENGINE 072060/18

072060/19

SPACE MARINE RIDERS

ALL OF THESE MODELS WILL FIT ON THE JET BIKE AND THE BIKE. THESE **MODELS ARE ALSO SUPPLIED WITH** A SPACE MARINE BACK PACK AND **BANNER POLE SPRUE AS STANDARD**



LEGS 1 070160/6



LEGS 2 070160/20



CHAPLAIN LEGS 1 070160/11



CHAPLAIN LEGS 2 070160/8



MEDIC AND CHAIN SWORD 070160/12



TECHMARINE AND BOLT PISTON. 070160/15

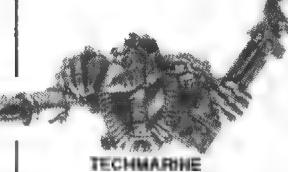


MARINE AIND SCANNER 070160/14





CHAPLAIN AND CROZZUS 070160/10



AND WIREICH 070160/13

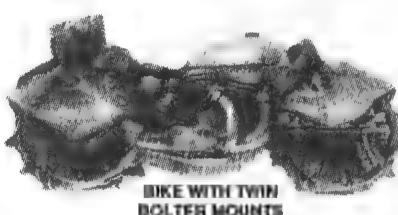


MARINE AND **BOLT PISTOL** 070160/16



MARINE AND BOLTER 070160/9





BOLTER MOUNTS 0720601



DIKE FAIRING 1 072000/2A



BIKE FAIRING 2 072080/28



SIDECAR MULTI MELTA 070160/4



SIDE CAR SEAT 070160/5



REQUIRE WHEN ORDERING



SIDECAR CHASSIS 070160/3



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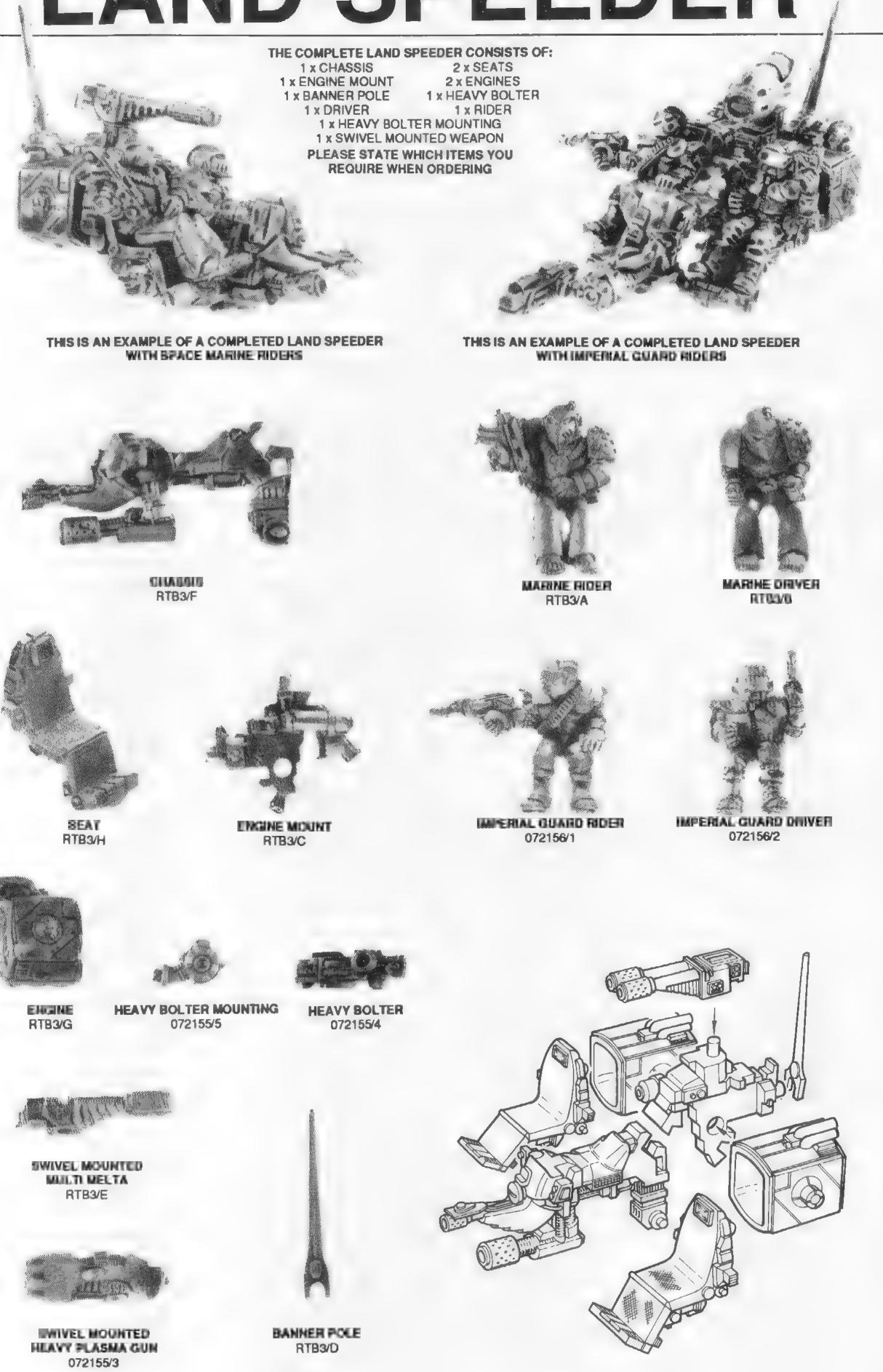
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Designed by Alan Perry with the Citadel Design Team

CITADEL MINIACURES

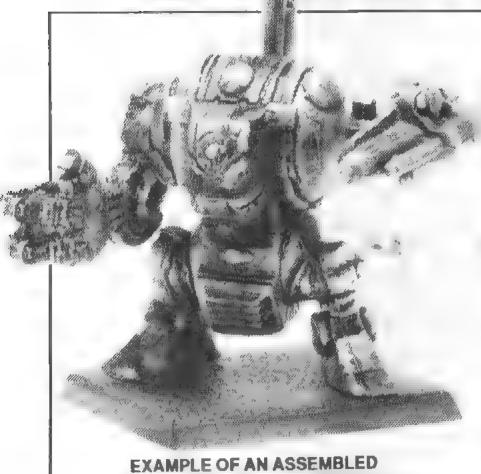
LAND SPEEDER





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DREADNOUGHTS



FURIBUNDUS CLASS DESTROYER DREADNOUGHT (FURY)



DRIEADHOUGHT BODY 07184/2



WIDE DREADMOUGHT RODA 070184/9



THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ABOVE

FURIBUNDUS





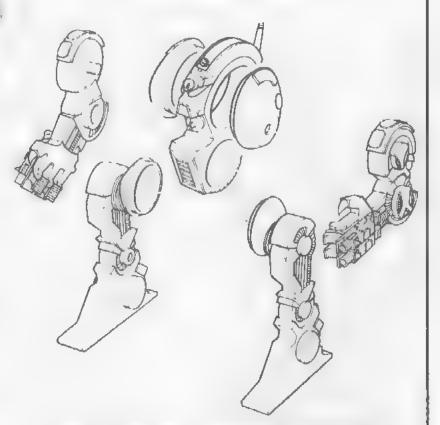
SHOULDER WEAPON MOUNT 070184/6



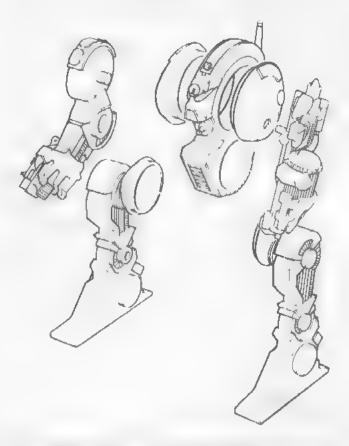
MISSILE LAUTICHER ARM

070184/8

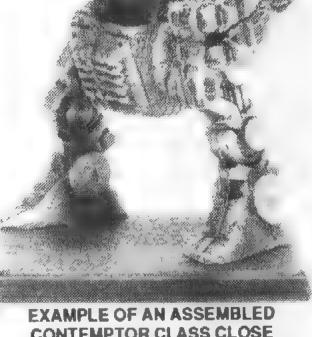
RIGHT SINGLE BOLTER ARM 070184/7



THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ABOVE



THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ABOVE



CONTEMPTOR CLASS CLOSE ASSAULT DREADNOUGHT (CHUCK)

EXAMPLE OF AN ASSEMBLED DEREDEO CLASS ATTACK SUPPORT

DREADNOUGHT

(EDDY)



RIGHT DOUBLE

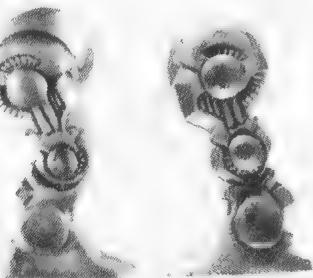
FIGHT LEG 070184/12



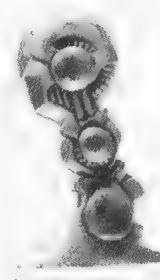
LEFT DOUBLE

ВОСТЕВ АЛМ

LEFT LEG 070184/11



LONG RIGHT LEG 070184/4

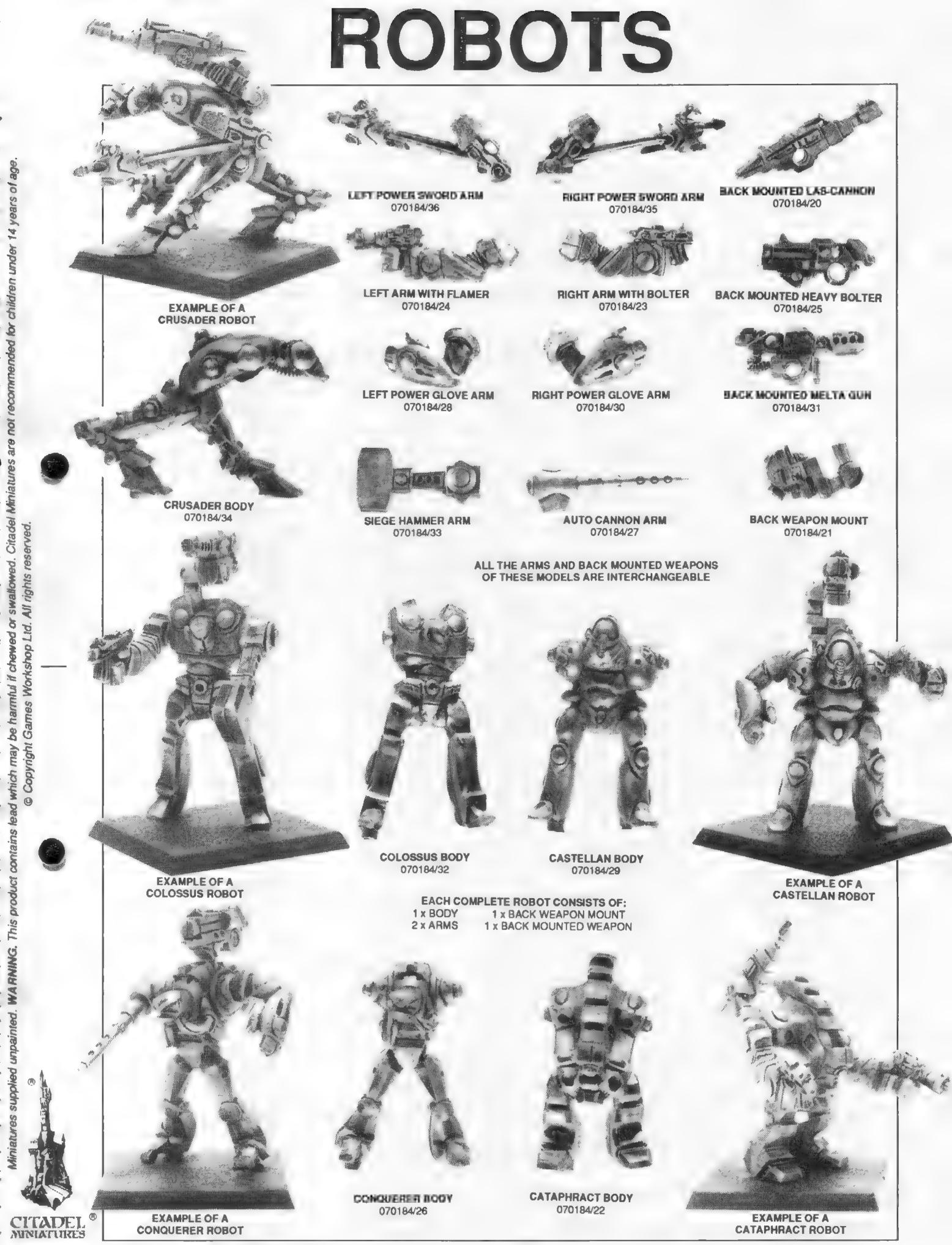


LONG LEFT LEG 070184/5

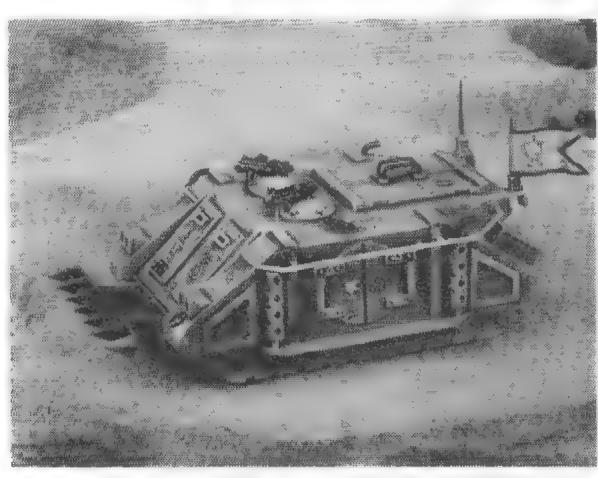
THE COMPLETE DREADNOUGHT CONSISTS OF: 1 x BODY 2 x ARMS OR WEAPONS 2 x LEGS 2 x SHOULDER WEAPON MOUNTS

ALL THE ARMS, LEGS, BODIES AND WEAPONS OF THESE MODELS ARE INTERCHANGEABLE





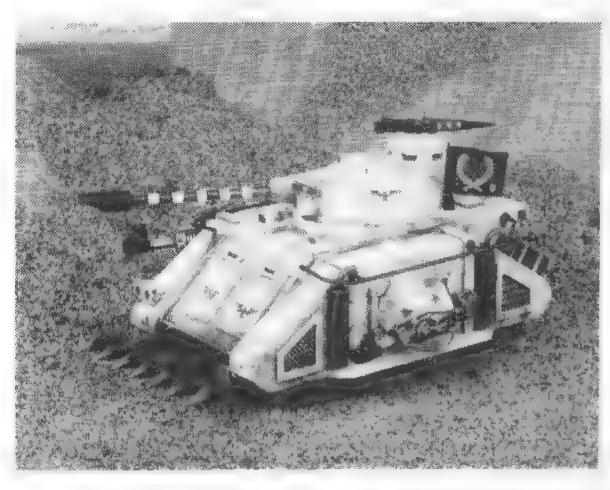
RHINO & PREDATOR



The Imperial warrior is part of the most potent fighting force of the 41st Millennium. That force must be ready to move at a moment's notice, to meet and defeat the enemies of Mankind throughout the galaxy. Their battlefield transport is the Rhino Armoured Personnel Carrier, a vehicle tough enough to take a full squad to the heart of the fighting whilst packing the considerable punch of twin Bolt Guns.



EACH RHINO KIT CONSISTS OF: 2 x RHINO TRACK SPRUES 2 x RHINO CHASSIS SPRUES



The Predator is the Imperium's assult tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of las-cannon and a turret-mounted autocannon, it is widely used by both the Space Mariness and the Imperial Guard as an assult vehicle, breaking through enemy lines at the head of the advancing troops or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.

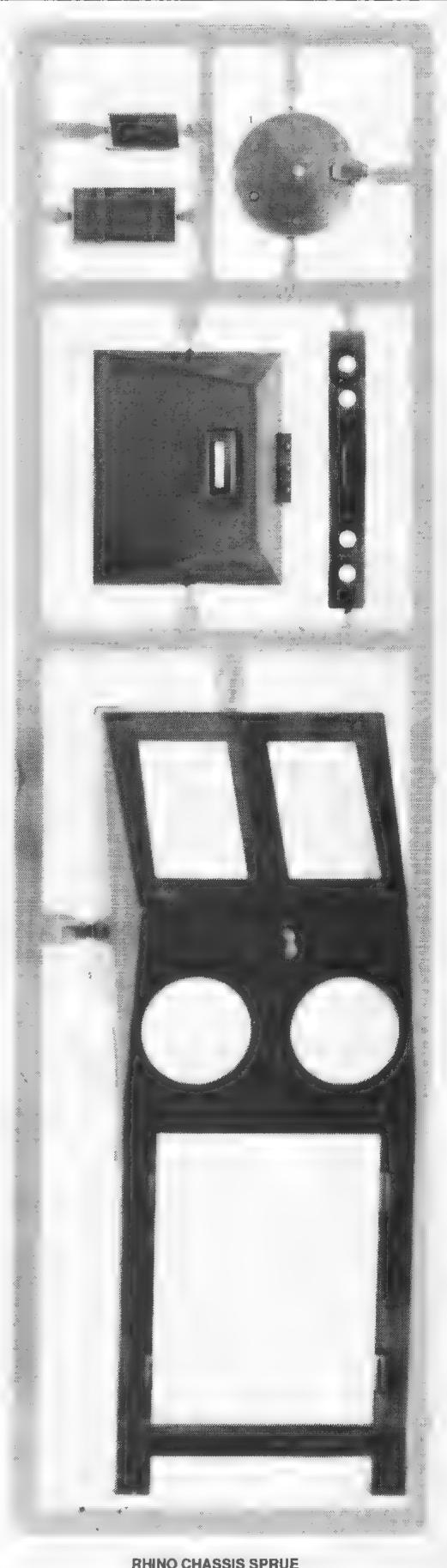


EACH PREDATOR KIT CONSISTS OF:

1 x PREDATOR CHASSIS SPRUE

1 x RHINO CHASSIS SPRUE

2 x RHINO TRACK SPRUES



RHINO CHASSIS SPRUE 102142

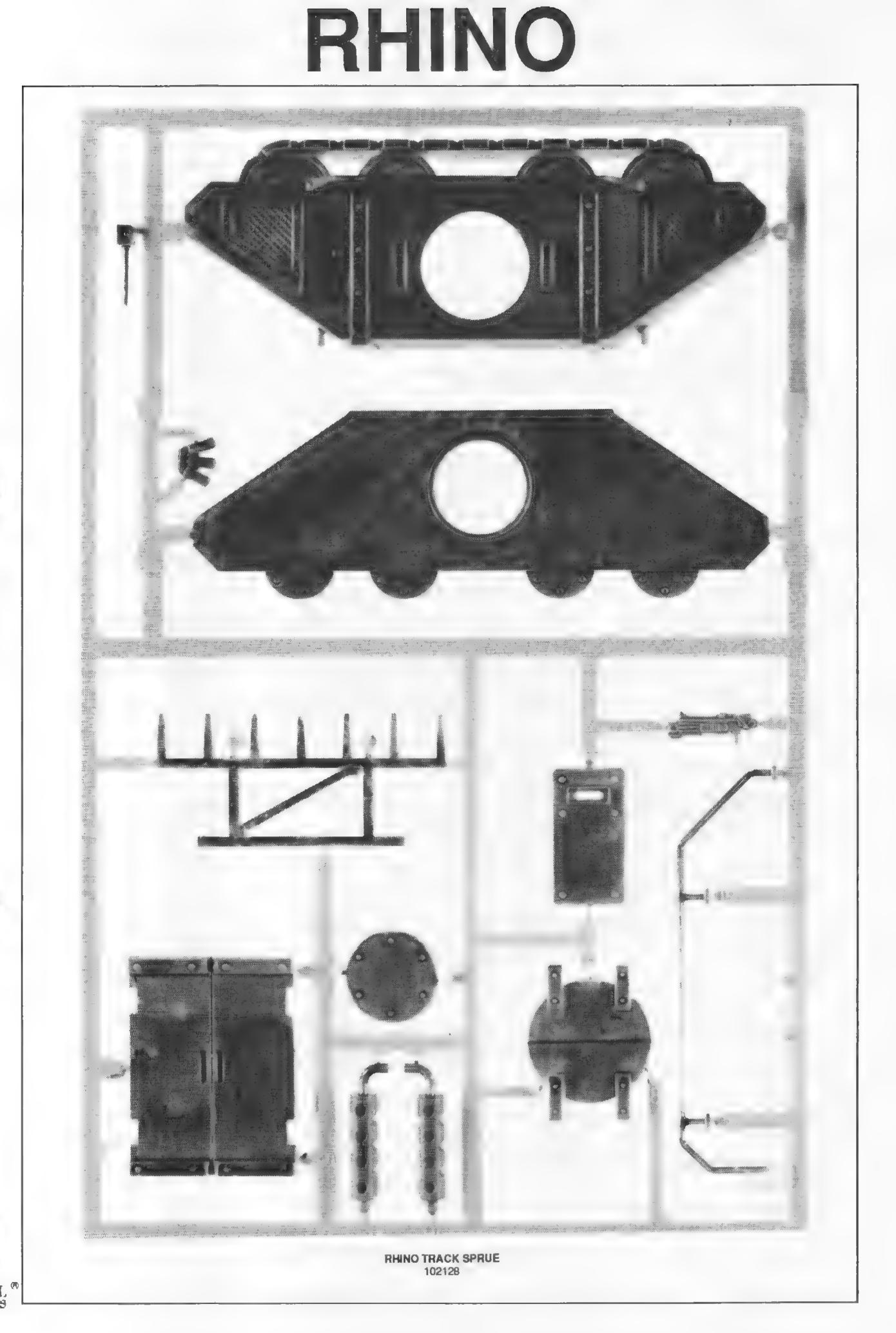


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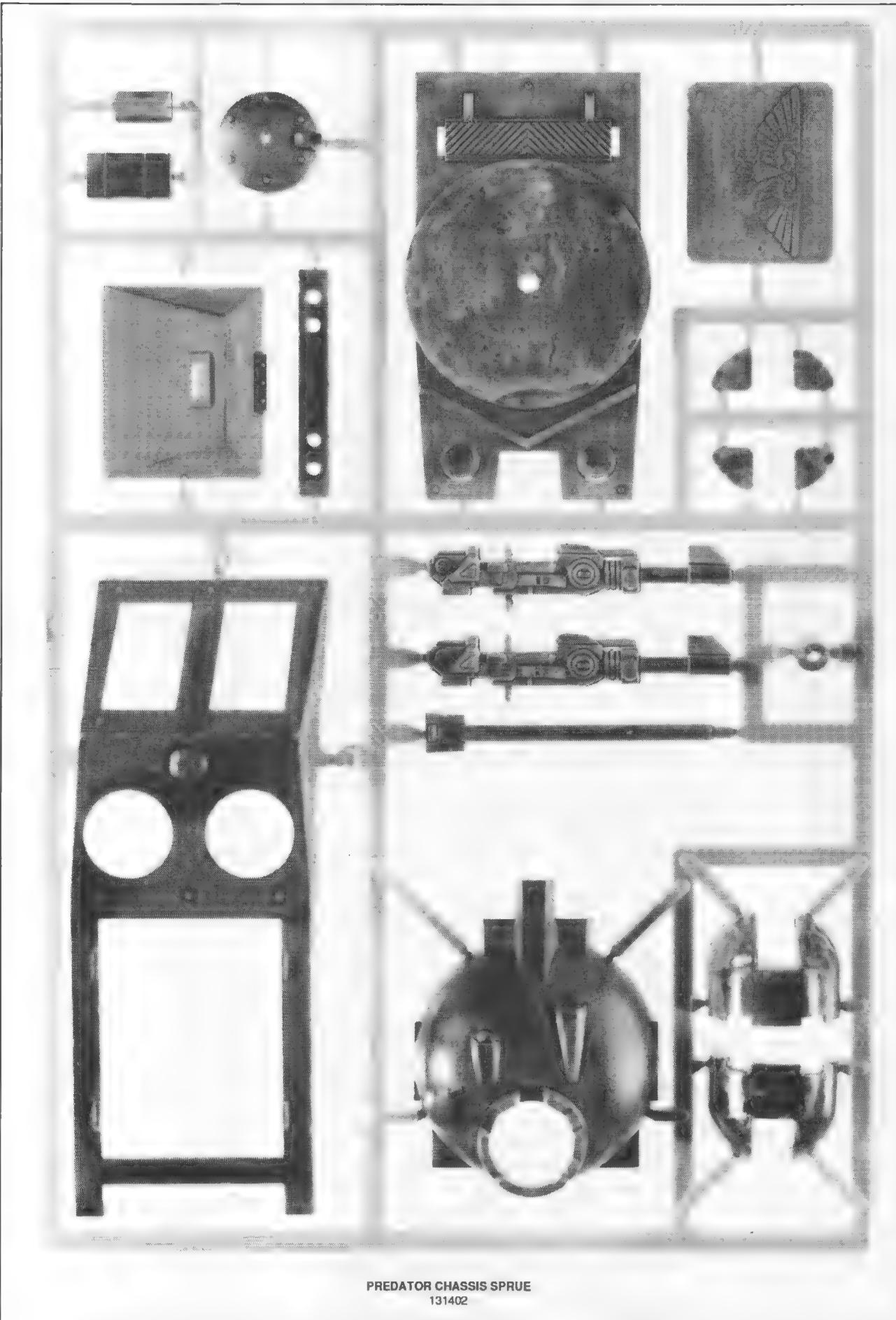
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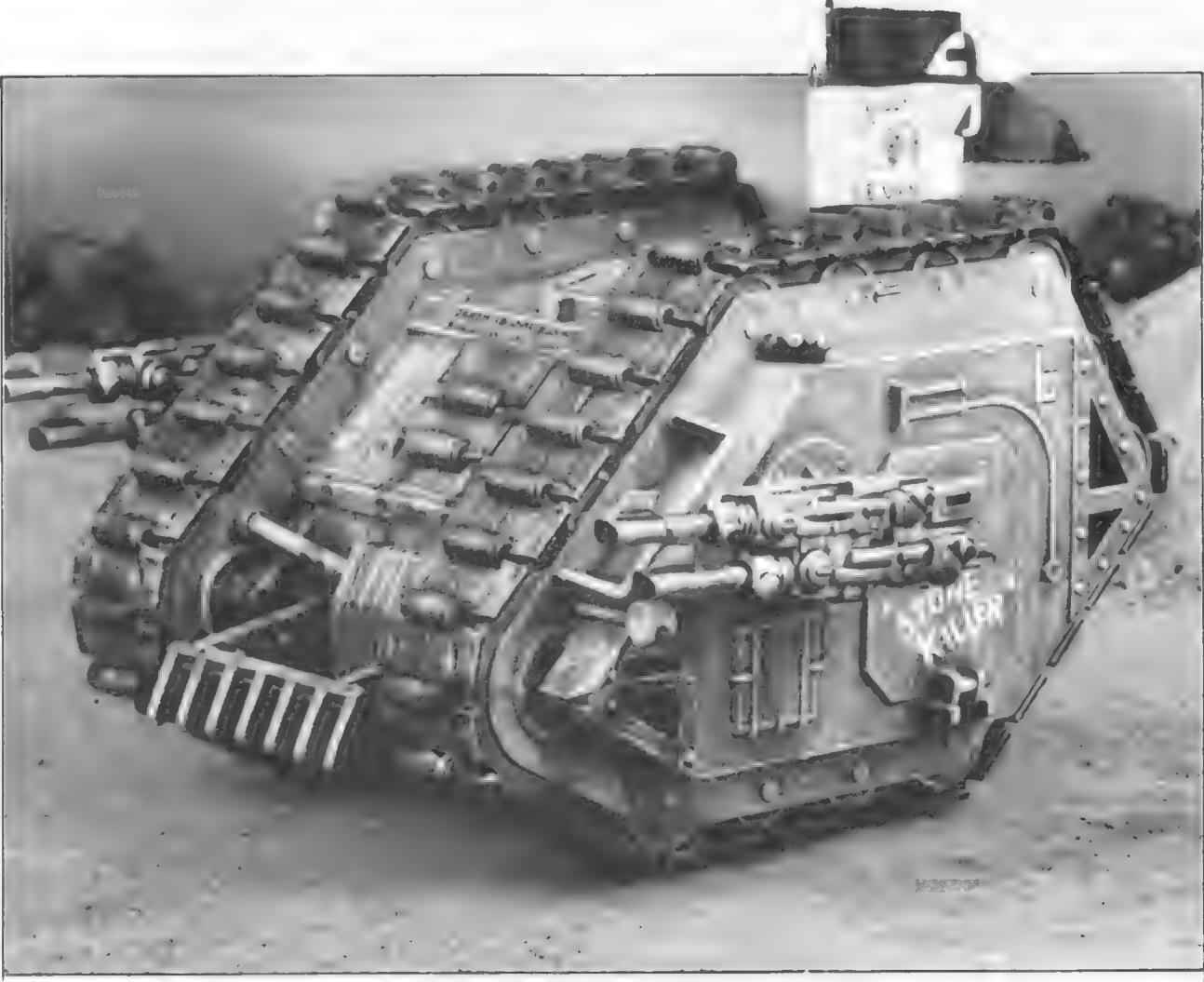
PREDATOR



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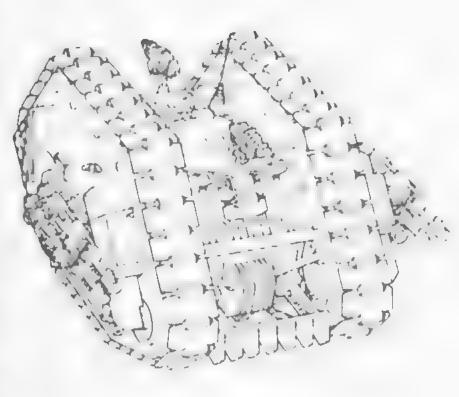
LAND RAIDER



MODEL REQUIRES ASSEMBLY. BANNERS NOT INCLUDED

Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy boiters, dual mounted las-cannons and Imperial insignia decals. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 156).





EACH LAND RAIDER KIT CONSISTS OF:

1 x LAND RAIDER CHASSIS SPRUE

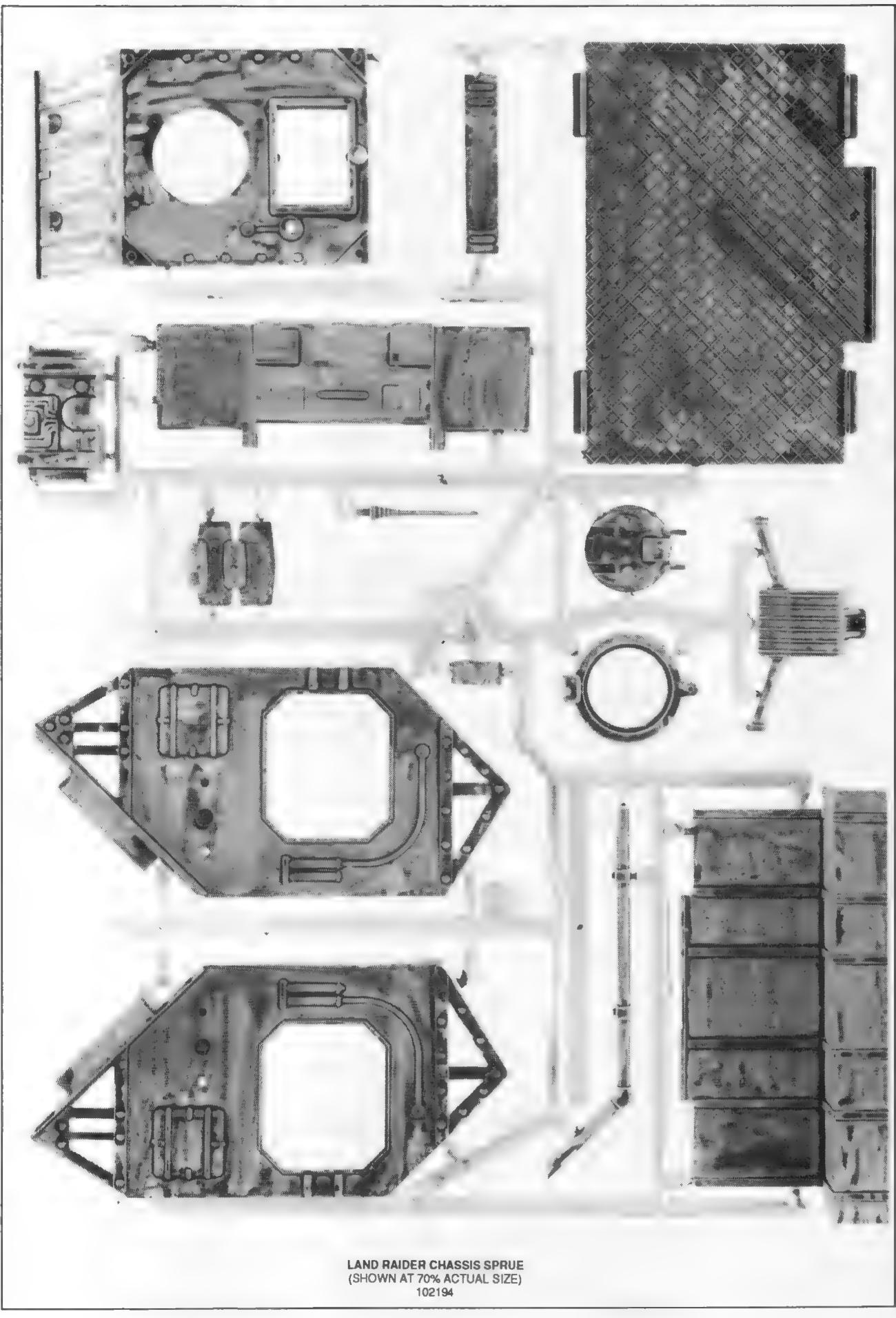
2 x LAND RAIDER TRACK SPRUES

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Designed by the Citadel Design Team

LAND RAIDER

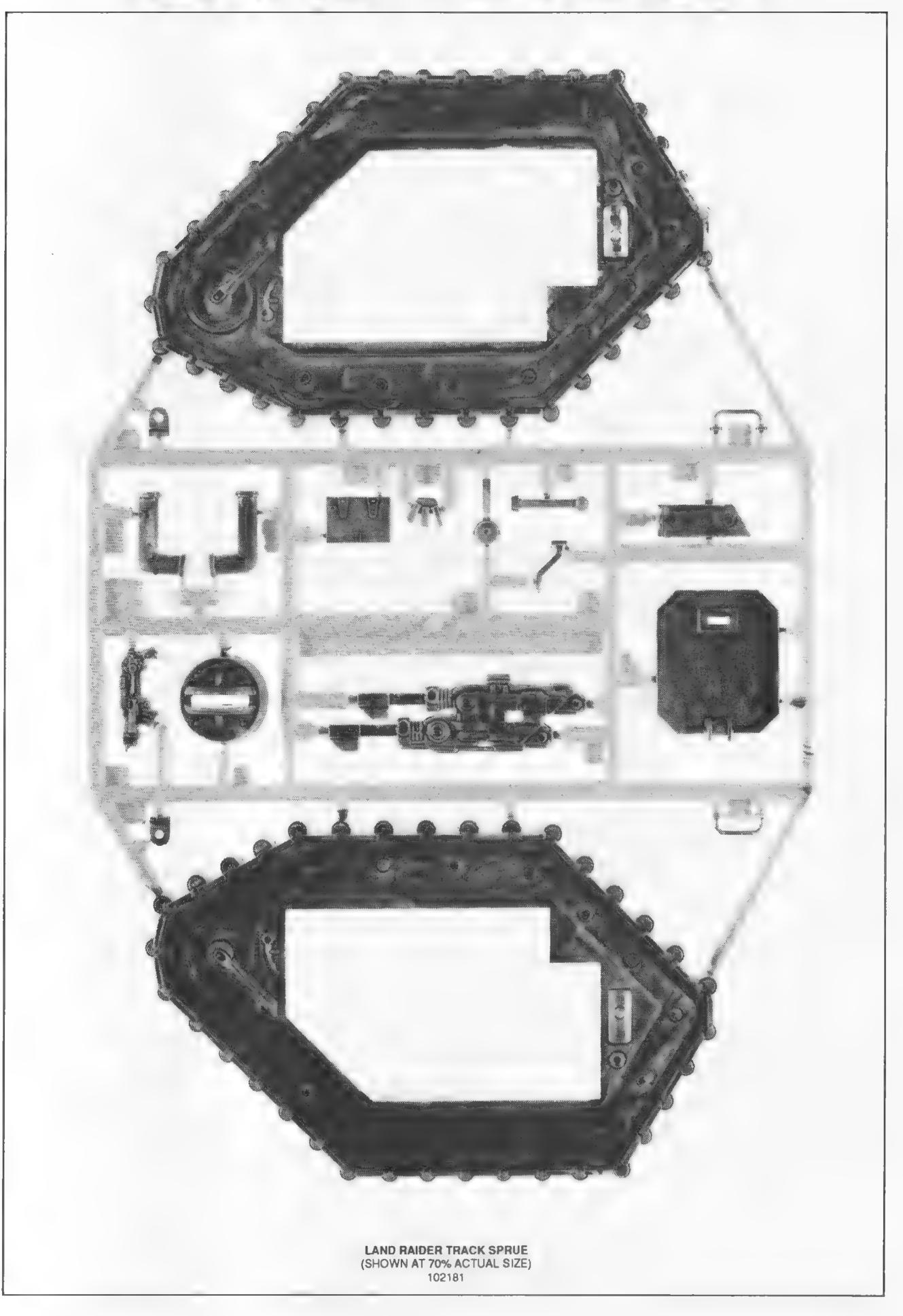


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CITADEL

CITADEL

LAND RAIDER

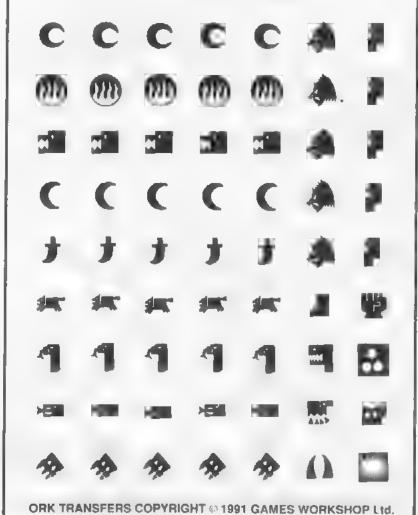




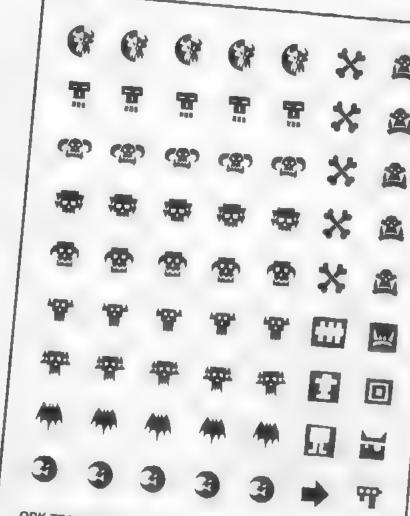


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ORK TRANSFER SHEET 2 100409/2



ORK TRANSFER SHEET 3 100409/3



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The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 Miniature painting ang modelling. Each blister pack contains 15 sheets of water-slide glyphs for the six largest Ork Clans: Goffs, Evil Sunz, Bad Moons, Blood-axes, Snake-bites and Death Skulls. As well as providing backplate designs, the transfers can be used for detailing Ork vehicles and banners.

Mail Order customers can specify any combination of sheets to make up the set. Note that each sheet of Ork transfers is multi-coloured.

SPACE MARINE TRANSFERS

DARK ANGELS TRANSFER SHEET BLOOD ANGELS TRANSFER SHEET SPACE WOLVES TRANSFER SHEET **ULTRAMARINES TRANSFER SHEET** 101642/2 101642/1 101642/3 101642/4 (T) 8 U F F **DPYRIGHT GAMES WORKSHOP 1989** ULTRAMARINES . COPYRIGHT GAMES WORKSHOP 1989 **FRIGHT GAMES WORKSHOP 1989** COPYRIGHT GAMES WORKSHOP 1985

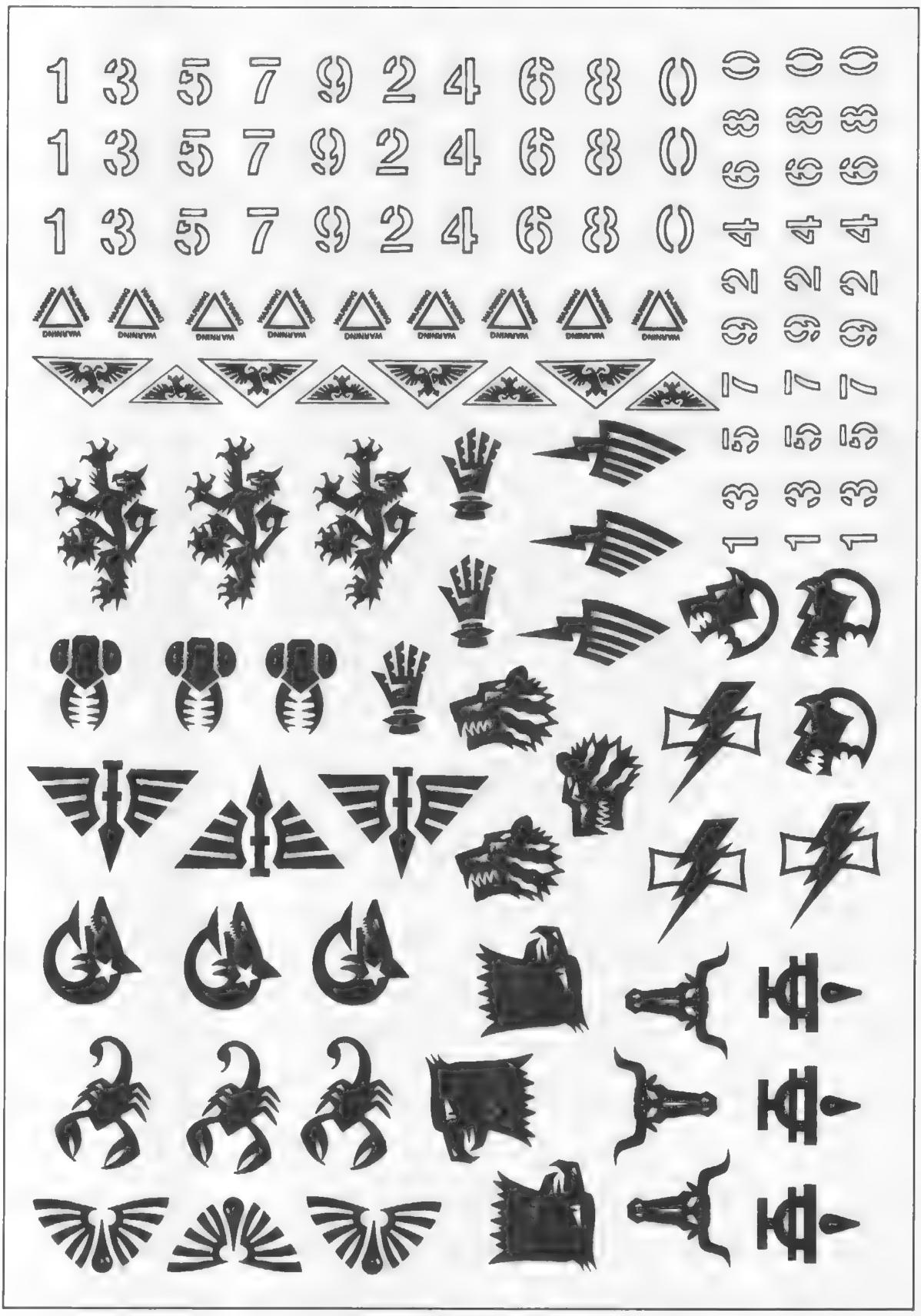
The Space Marine Transfer set contains 16 sheets of water-slide insignia for four of the main Marine Chapters: Ultramarines, Space wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners. Mail Order customers can specify a complete set of transfer sheets for just one of the Chapters and can choose the colour of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all of the transfers on a sheet are a single colour. If ordering by colour please supply alternatives, as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.



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LAND RAIDER TRANSFERS



LAND RAIDER TRANSFER SHEET 102179

We supply the Land Raider Transfer sheet in black, white yellow, red and blue. Mail Order customers may choose the colour, but please supply alternatives, as some coloured sheets go out of stock very quickly. If in doubt, please ring Mail Order for details.

CITADEL MINIACURES

VARNING. This product contains lead which may

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FORCES OF THE IMPERIUM



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FORCES OF THE IMPERIUM



HIVE GANGERS



ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.



THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.

EXAMPLES OF THE COMPLETED HIVE GANGER MODELS



ADVENTURERS



harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age

ams lead which may be harmful if chewed or swallowed. Citade

arures supplied unpainted. WARNING. This prod



THESE MINIATURES ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

CITADEL® MINIATURES

nmended for children under 14 years of

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allowed. Citadel Miniatures are not recommended for children under 14 years of age



Designed by Alan and Michael Perry with Aly Morrison and the Citadel Design Team

MINIATURES

IMPERIAL GUARD



GUARD HEAVY WEAPONS

ALL OF THESE MINIATURES ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



GUNNER WITH CAP 072129/19



AND BIONIC EYE 072129/16A



GUNNER WITH HELMET 072129/168



GUNNER WITH CAP AND GOGGLES 072129/18A



GUNNER WITH HELMET AMI GOOGLES 072129/18B



GUNNER WITH HEAD BAND 072129/17







LAS CANNON 072129/12



HEAVY BOLTER 072129/14

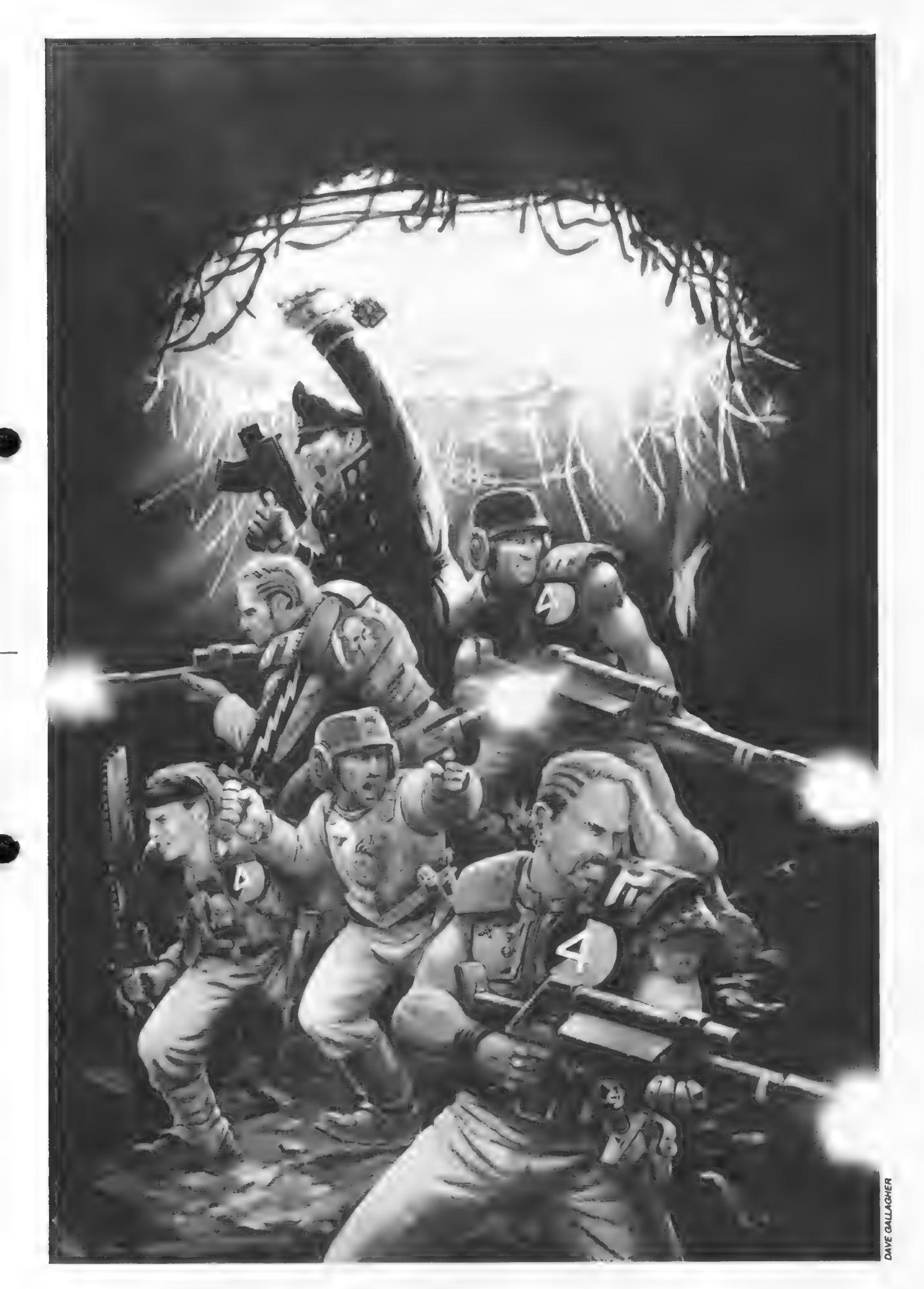


CONVERSION BEAMER 072129/15

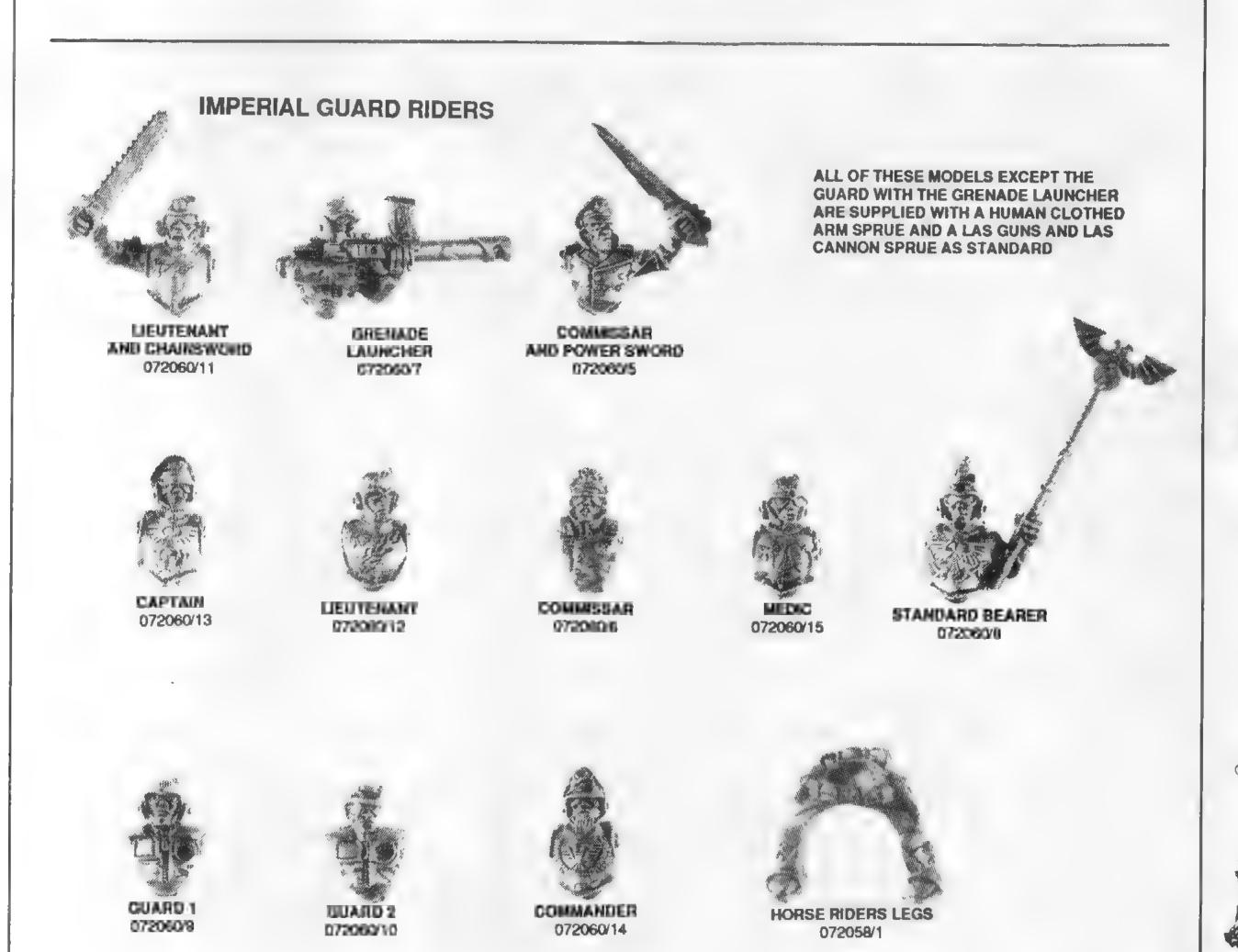












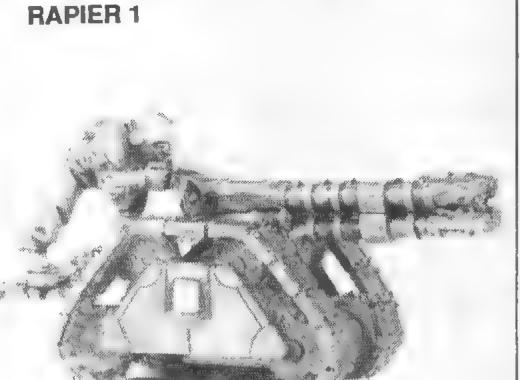
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CITADEL MINIATURES

IMPERIAL GUARD ON BIKES





RAPIER WEAPON 1 072045/17 (THIS GUNNER 1 (THIS BOTH RAPIERS) 072045/20 RAPIER WEAPON 2 072045/15 TRACK 1 072045/16 TRACK 1 072045/14



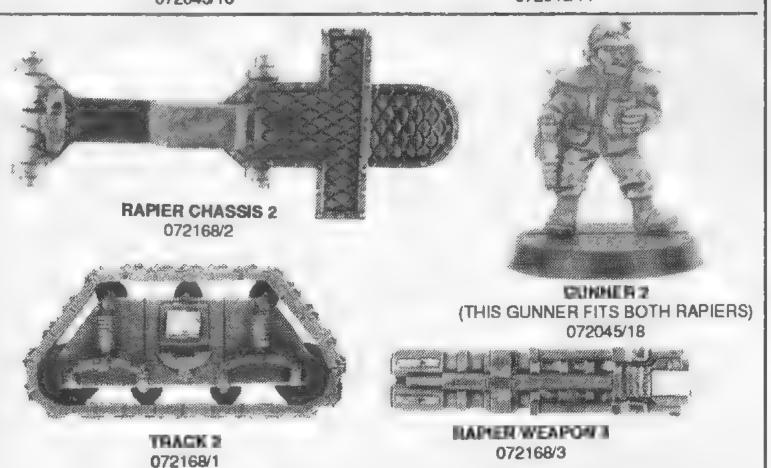


THIS COMPLETE RAPIER MODEL CONSISTS OF:

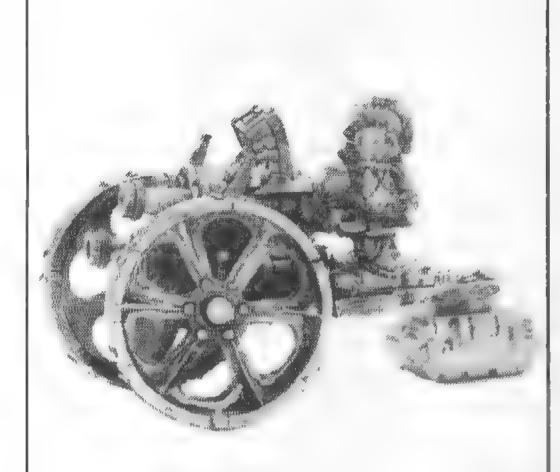
2 x TRACK 2 1 x GUNNER 1

1 x GUNNER 2 1 x RAPIER CHASSIS 2

1 x RAPIER WEAPON 3



THUDD GUN



THIS COMPLETE THUDD GUN MODEL CONSISTS OF:

1 x THUDD GUN CHASSIS

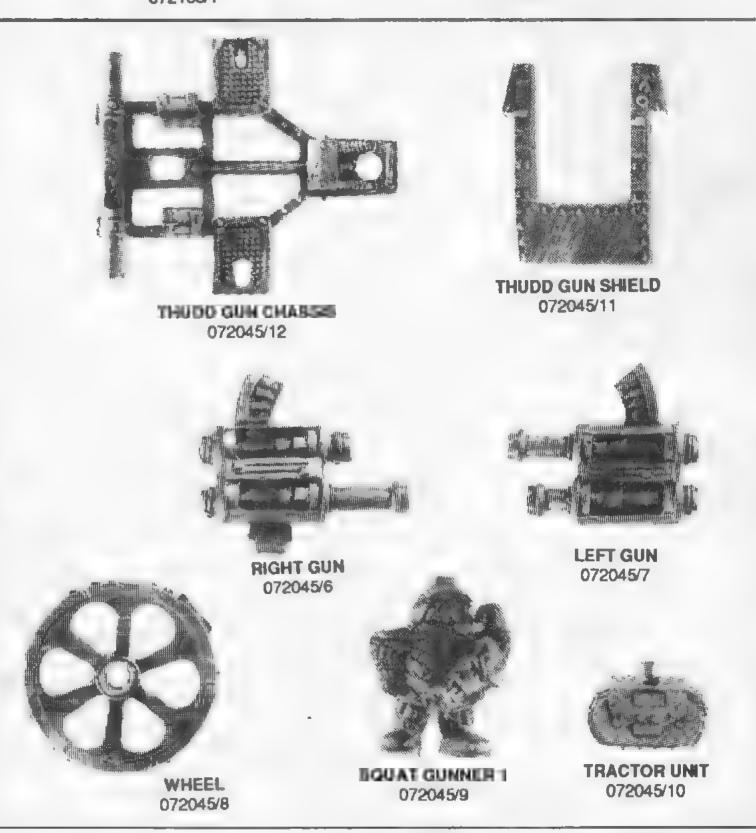
2 x WHEEL

1 x THUDD GUN SHIELD

1 x RIGHT GUN

1 x SQUAT GUNNER 1

1 x TRACTOR UNIT



Designed by Norman Swales and Michael Perry

Howed. Citadel Miniatures are not recommended for children under

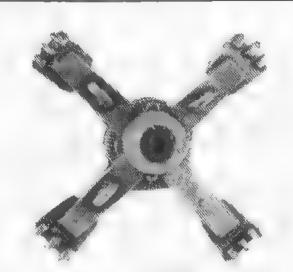
CITADEL



MINIATURES



1 x WEAPON SUPPORT 1 2 x LAS CANNON



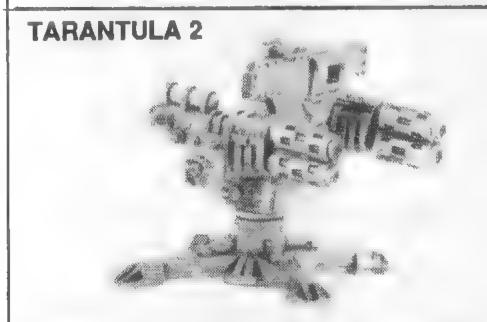
TARANTULA STAND 1 RTB3/P



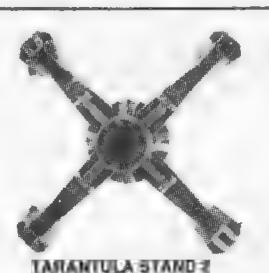
WEAPON SUPPORT 1 RTB3/O



LAS CANNON RTB3/M



THIS COMPLETE TARANTULA MODEL CONSISTS OF: 1 x GUNNER 2 1 x TARANTULA STAND 2 2 x MULTI MELTA 1 x WEAPON SUPPORT 2 1 x TARANTULA SHIELD





072170/3



WEAPON SUPPORT 2 072170/2



TARANTULA SHIELD 072170/4



THIS COMPLETE SENTINEL MODEL CONSISTS OF: 1 x SENTINEL BODY 2 x LEG JOINT 1 2 x LEG JOINT 3 2 x LEG JOINT 2 1 x MULTI LASER 2 x FOOT AND EITHER DRIVER 1 OR DRIVER 2



BENTINEL BODY 072045/1



TRIVEH I



072045/5B



072045/4





072045/3A

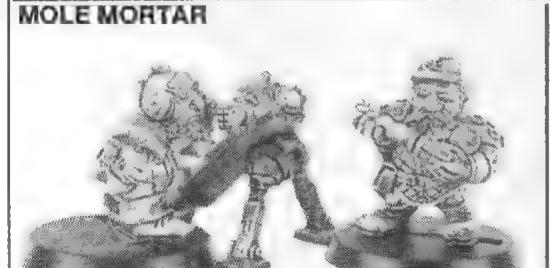
LEG JOINT 3

072045/3B



MULTI LASER 072045/2

FOOT 072045/3C

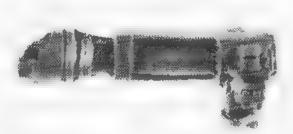


BOUAT GUNNER 2 RTB3/J

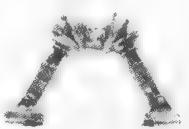
SQUAT LOADER WITH TUNNEL TORPEDO RTB3/I

1 x SQUAT LOADER 1 x SQUAT GUNNER 2 1 x MORTAR STAND 1 x MORTAR BARREL

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:



MONTA/N BATTREL RTB3/L

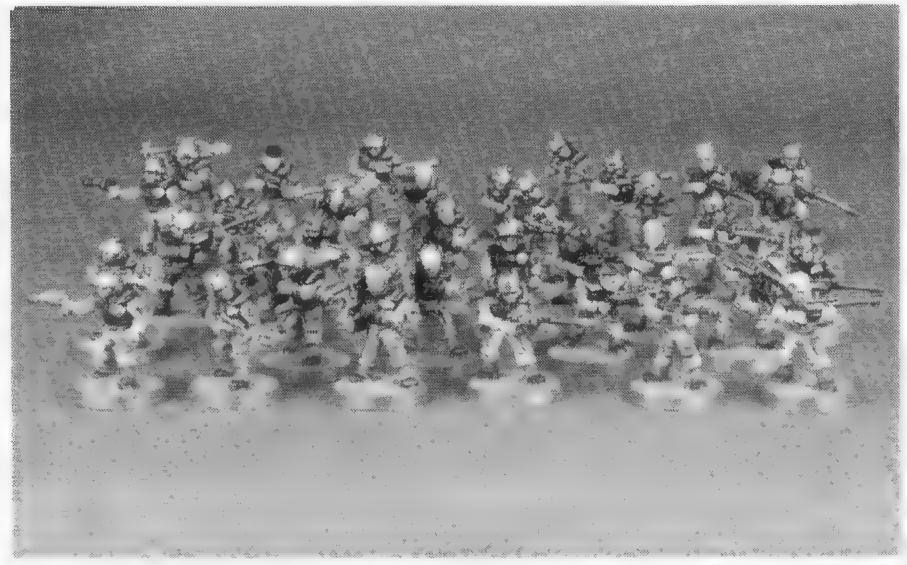


MORTAR STAND RTB3/K

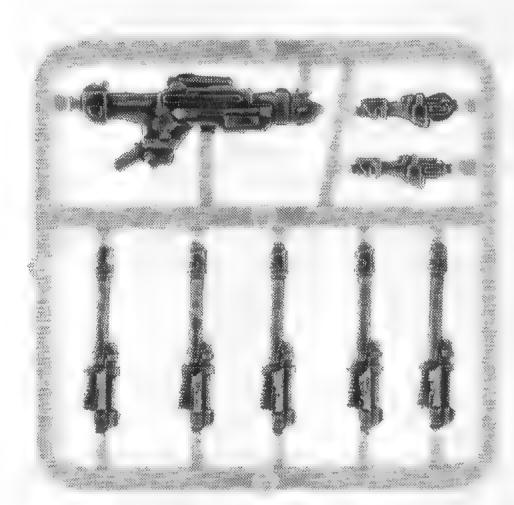




The Imperial Guard boxed set contains enough plastic sprues to make 36 troopers. This plastic kit includes 9 Imperial Guard head and body sprues,6 las gun and las cannon sprues, 8 Human clothed arms sprues, and 36 round plastic bases



Designed by Alan and Michael Perry



LAS GUN AND LAS CANNON SPRUE 131260



HUMAN CLOTHED ARMS SPRUE 131258

IMPERIAL GUARD HEAD AND BODY SPRUE 131245



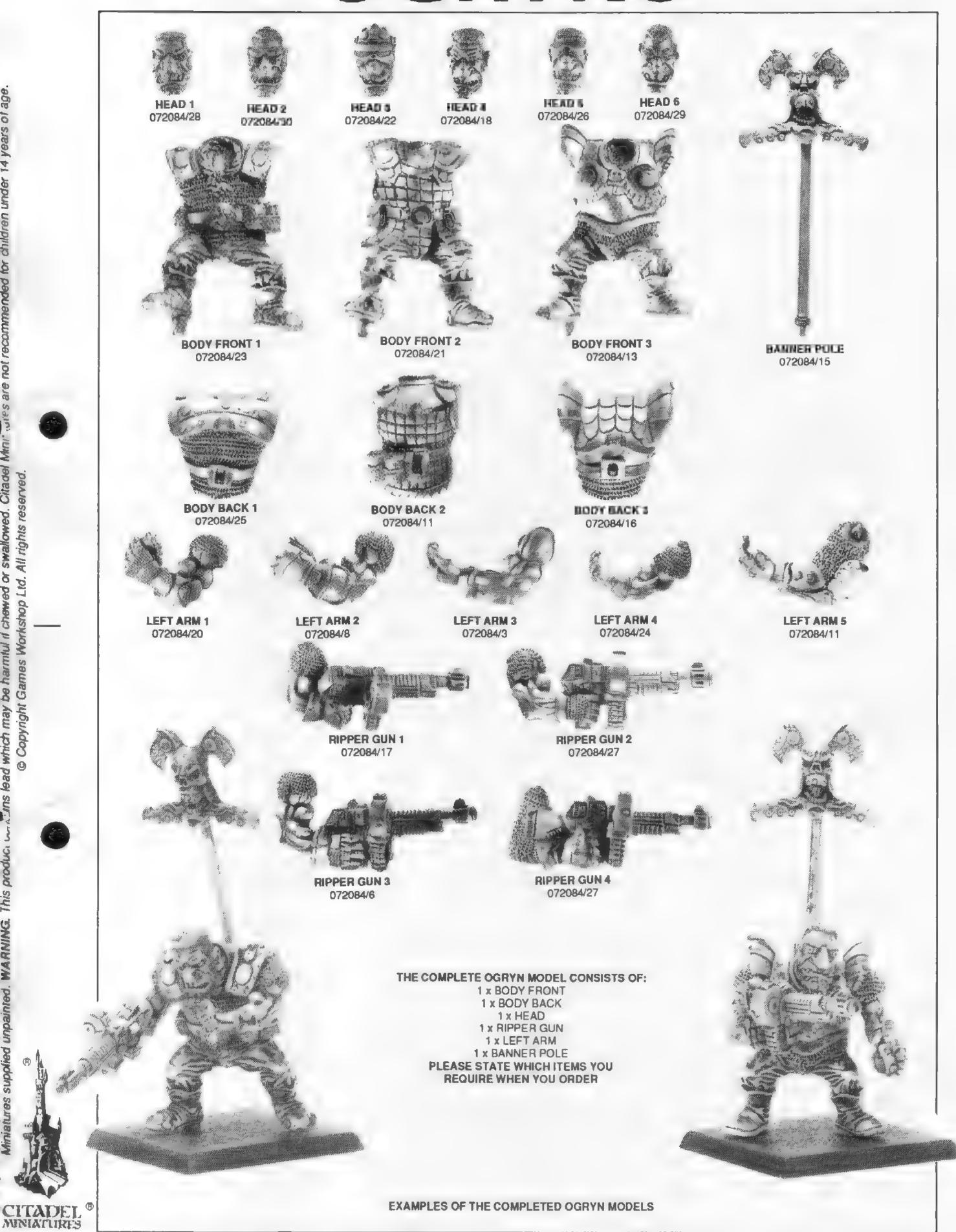
lead which may be harmful if chewed or swallowed. Citadel Miniatur s are not recommended for children under 14 years of age.
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OGRYNS





OGRYNS



Designed by the Citadel Design Team

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ins lead which may

varures supplied unpainted.

SQUATS

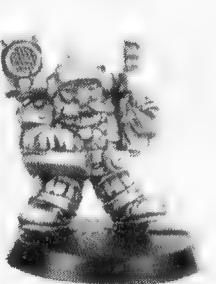






071010/25A

DANAMERITER F 071010/37A



SYNTHESIZER 2 071010/37B



CHAIN SWORD 3 071010/25C



SYNTHESIZER 3 071010/37C



SQUATS



Designed by the Citadel Design Team with Alan and Michael Perry

be harmful if chewed or swallowed. Citadel

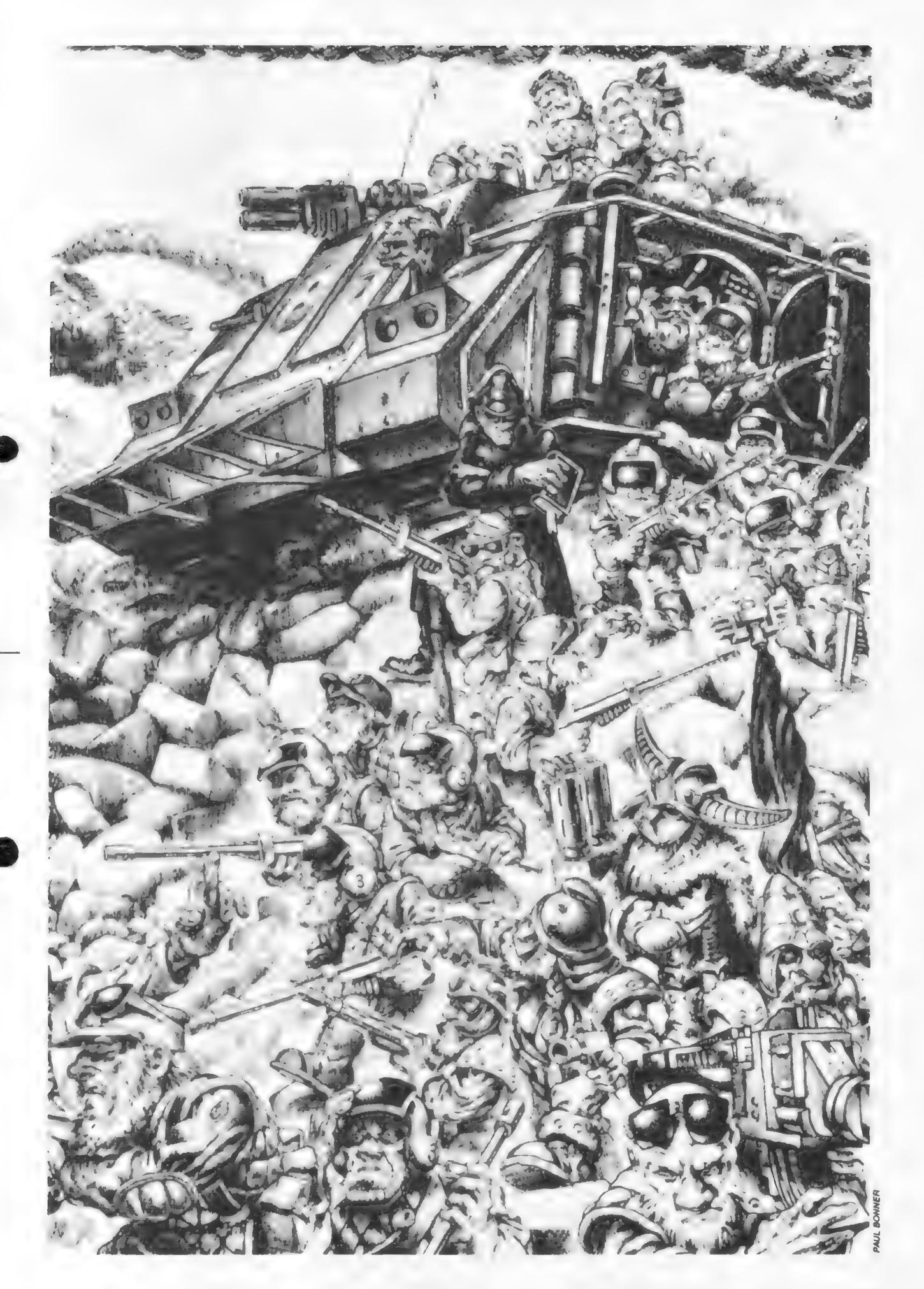
uct us. .. ains lead which may

SQUATS



Designed by Michael and Alan Perry

allowed. Citadel Miniatures are not recommended for children under ights reserved.





ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD 071034/4



HEARTH GUARD 071034/5



GUILD MASTER 071034/3



BIKER 1 071034/2



BIKER 2* 071034/8



LIVING ANCESTOR SIDE CAR PASSENGER* 071034/10



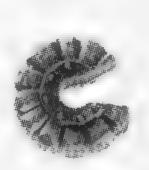
UKEH 31 071034/9



BIKER 4* 071034/7



071034/1



BIKER 6

071034/6

BIKE WHEEL



O71034/12



BIKE CHASSIS 071034/15



SWIVEL MOUNTED

HEAD LIGHTS

071034/16B



FRONT WHEEL 071034/14



TRIKE WHEEL 071034/18



SIDE CAR 071034/11

THE COMPLETE HEAVY WEAPON TRIKE
WITH SQUAT RIDERS CONSISTS OF:

1 x BOLTERS OR HEADLIGHTS

1 x TRIKE CHASSIS

1 x FRONT WHEEL

1 x SQUAT RIDER

1 x PLASTIC ARMED SQUAT FROM
PAGE 54 FOR THE GUNNER
2 x TRIKE WHEELS

1 x SWIVEL MOUNTED MULTI MELTA
PLEASE STATE WHICH
ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH
SQUAT RIDER CONSISTS OF:

1 x BOLTERS OR HEADLIGHTS

1 x BIKE CHASSIS

1 x FRONT WHEEL

1 x SQUAT RIDER

1 x BIKE WHEEL

PLEASE STATE WHICH
ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH LIVING ANCESTOR
SIDE CAR PASSENGER CONSISTS OF:
1 x COMPLETE BIKE WITH SQUAT RIDER
1 x SIDE CAR WHEEL
1 x LIVING ANCESTOR
1 x SIDE CAR

THE COMPLETE TRIKE WITH
SQUAT RIDER CONSISTS OF:

1 x BOLTERS OR HEADLIGHTS

1 x BIKE CHASSIS

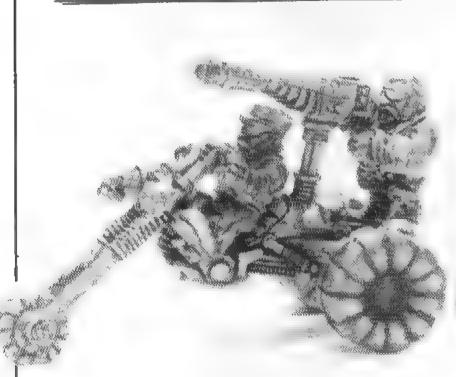
1 x FRONT WHEEL

1 x SQUAT RIDER

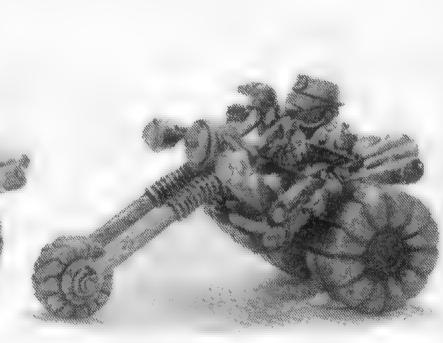
2 x TRIKE WHEELS

PLEASE STATE WHICH

ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS



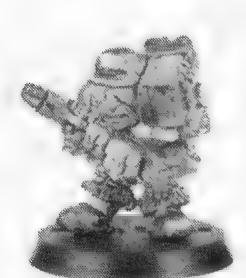
__ MINIATURES

SQUAT HEAVY WEAPONS

ALL OF THE GUNNER MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



071010/27



LOADER WITH MAGAZINE 072045/13



GUNNER 1 072129/10



072129/29



PLASMA GUN 071016/29



GUNNER 2 072129/11



072129/12



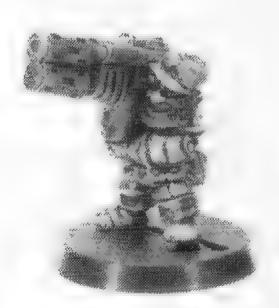
0721129/14



CONVERSION BEAMER 072129/15



MULTI MELTA 072129/13





EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS



CHAOS SQUATS

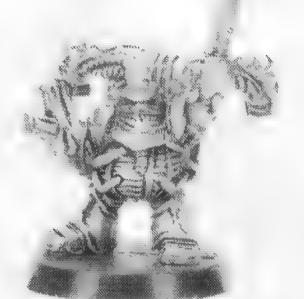
THESE MODELS ARE SUPPLIED WITH PLASTIC CHAOS BACK PACKS AS STANDARD



CHAOS SQUATIN POWER ARMOUR 1 071085/3



CHAOS SQUAT IN POWER AILMOUR S 071085/2

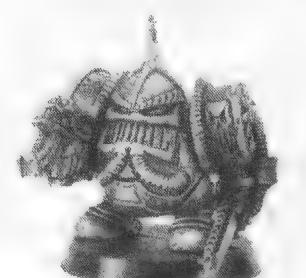


CHAOS SQUAT IN POWER ARMOUR 3 071085/1

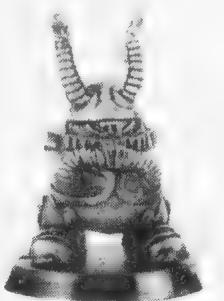
THE COMPLETE CHAOS SQUAT IN EXO-ARMOUR CONSISTS OF: 1 x CHAOS EXO-ARMOUR BODY 1 x CHAOS BOLTER ARM 1 x CHAINSWORD ARM **PLEASE STATE WHICH ITEMS YOU REQUIRE**



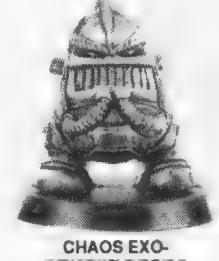
EXAMPLES OF THE COMPLETED CHAOS SQUATS IN EX-ARMOUR MODELS.



CHACS BOLTER ARM 071073/7



CHAOS EXO-ARMOUR BODY 1 071073/6



ARMOUR BOOY 1 071073/5



MRA (IROWENIAR) 071073/8



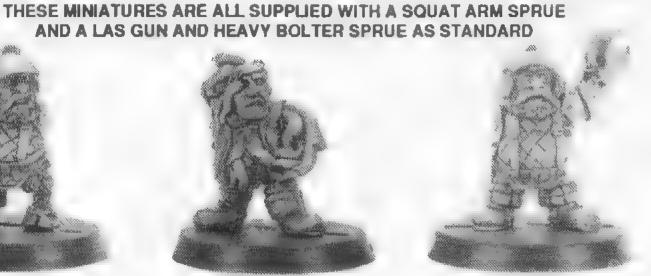
071085/6



BEAST LEG 071085/5



TENTACLES 071085/7



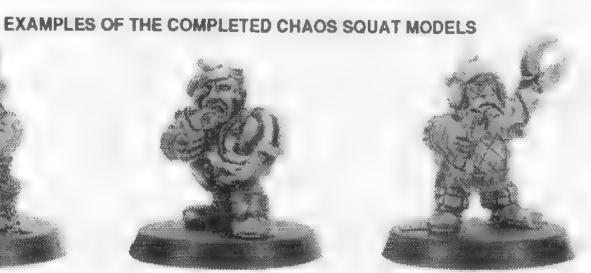
CLAW 071085/4



SKULL HEAD 071085/8





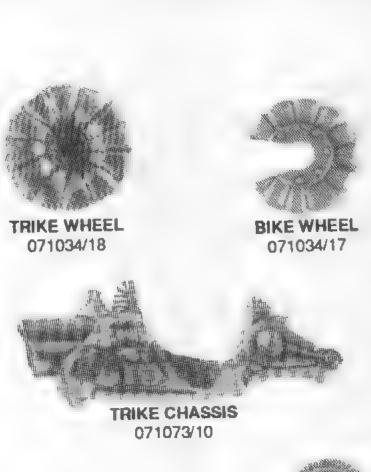


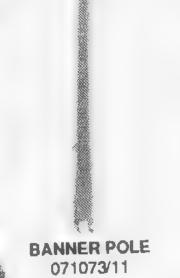
CITADEL

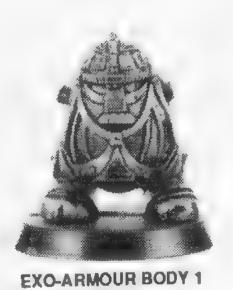
SQUATS IN EXO-ARMOUR



EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS







071073/1

EXO-ARMOUR BODY 2 071073/12

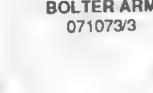


LANCE ARM 071073/9



EXO-ARMOUR BODY 3

071073/2



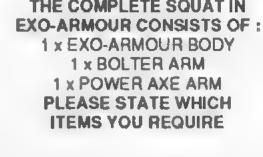
BOLTER ARM

POWER AXE ARM 071073/4

THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:

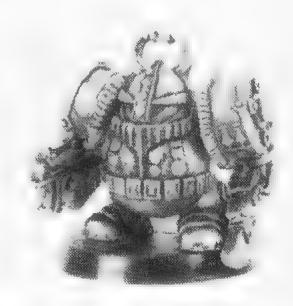
1 x BIKE WHEEL 1 x TRIKE CHASSIS 2 x TRIKE WHEELS 1 x BANNER POLE 1 x LANCE ARM 1 x BOLTER ARM 1 x EXO-ARMOUR BODY **PLEASE STATE WHICH** ITEMS YOU REQUIRE

THE COMPLETE SQUAT IN 1 x EXO-ARMOUR BODY 1 x BOLTER ARM 1 x POWER AXE ARM PLEASE STATE WHICH

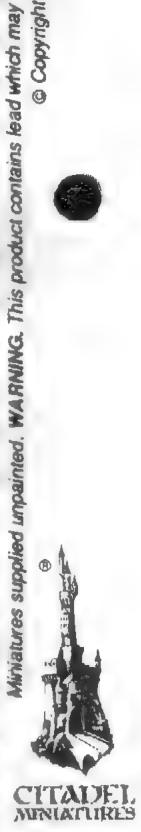








EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOR MODELS

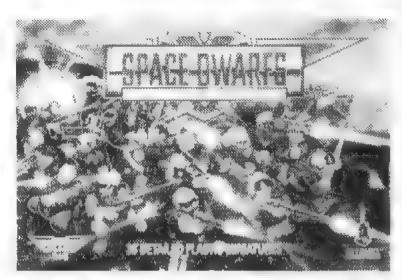


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SPACE DWARFS



The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space **Dwarf Mercenary warriors.** This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arms sprues and 36 round plastic bases



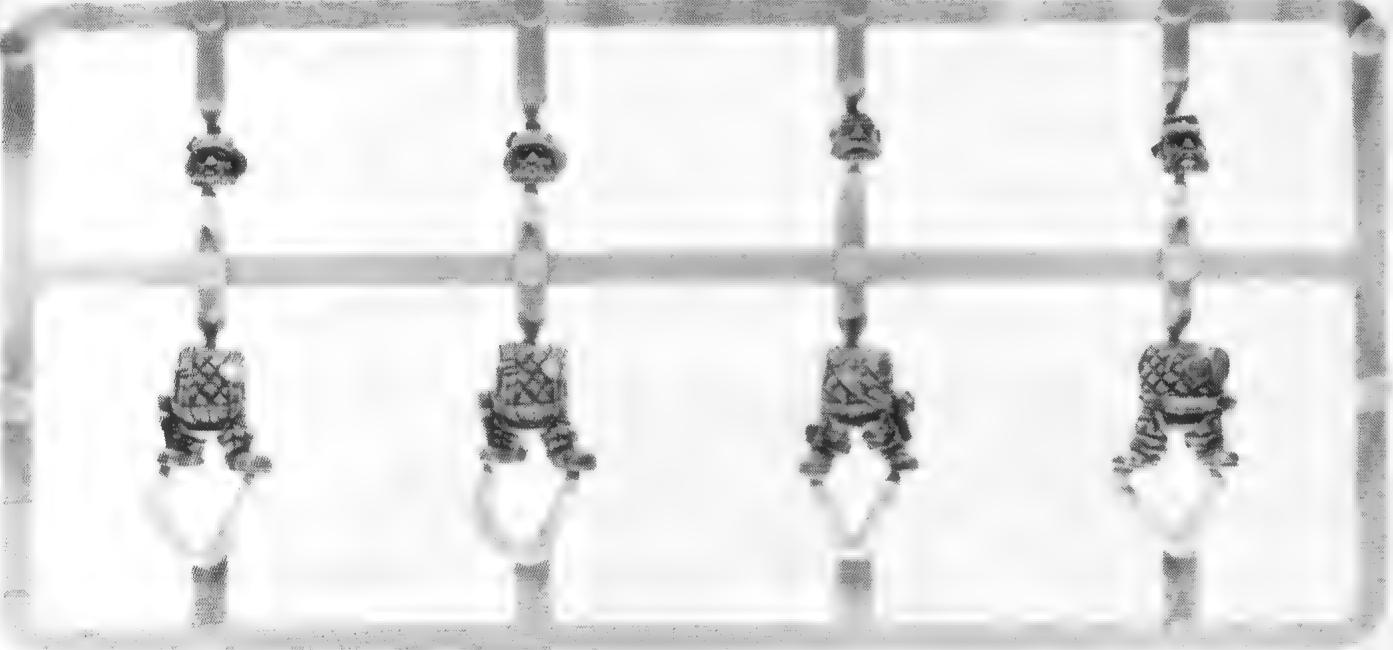






SQUAT HEAD AND BODY SPRUE 131304





Designed by Alan and Michael Perry



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owed. Citadel Miniatures are not recommended for children under 14 years of age

ORK BOSSES



EXAMPLES OF THE COMPLETED ORK BOSSES

CITADEL

ORK BOSSES



Designed by Kev Adams

PAINBOYZ









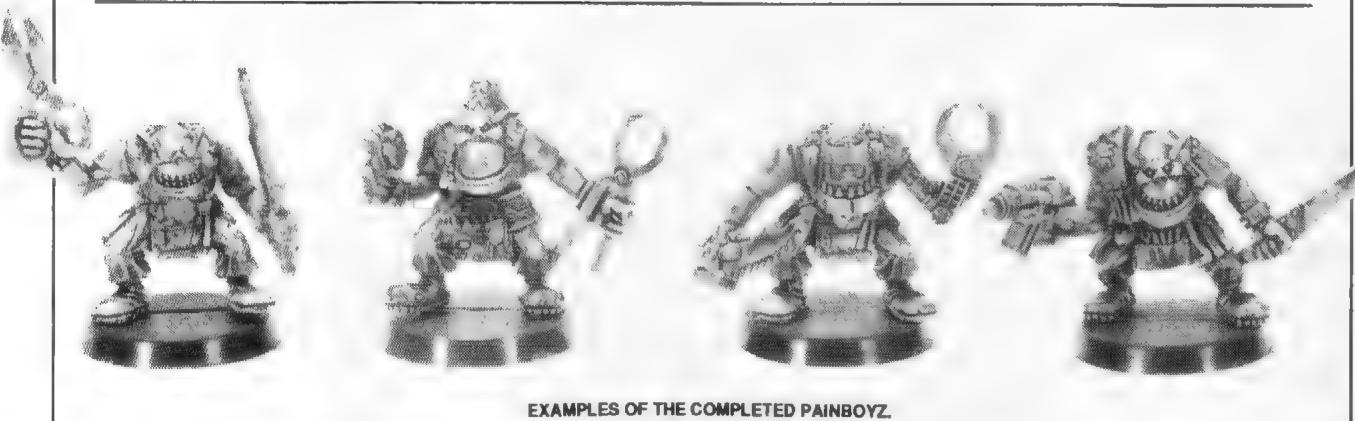
070620/22

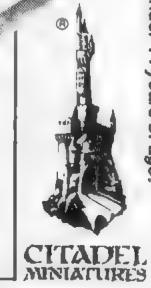
070620/12





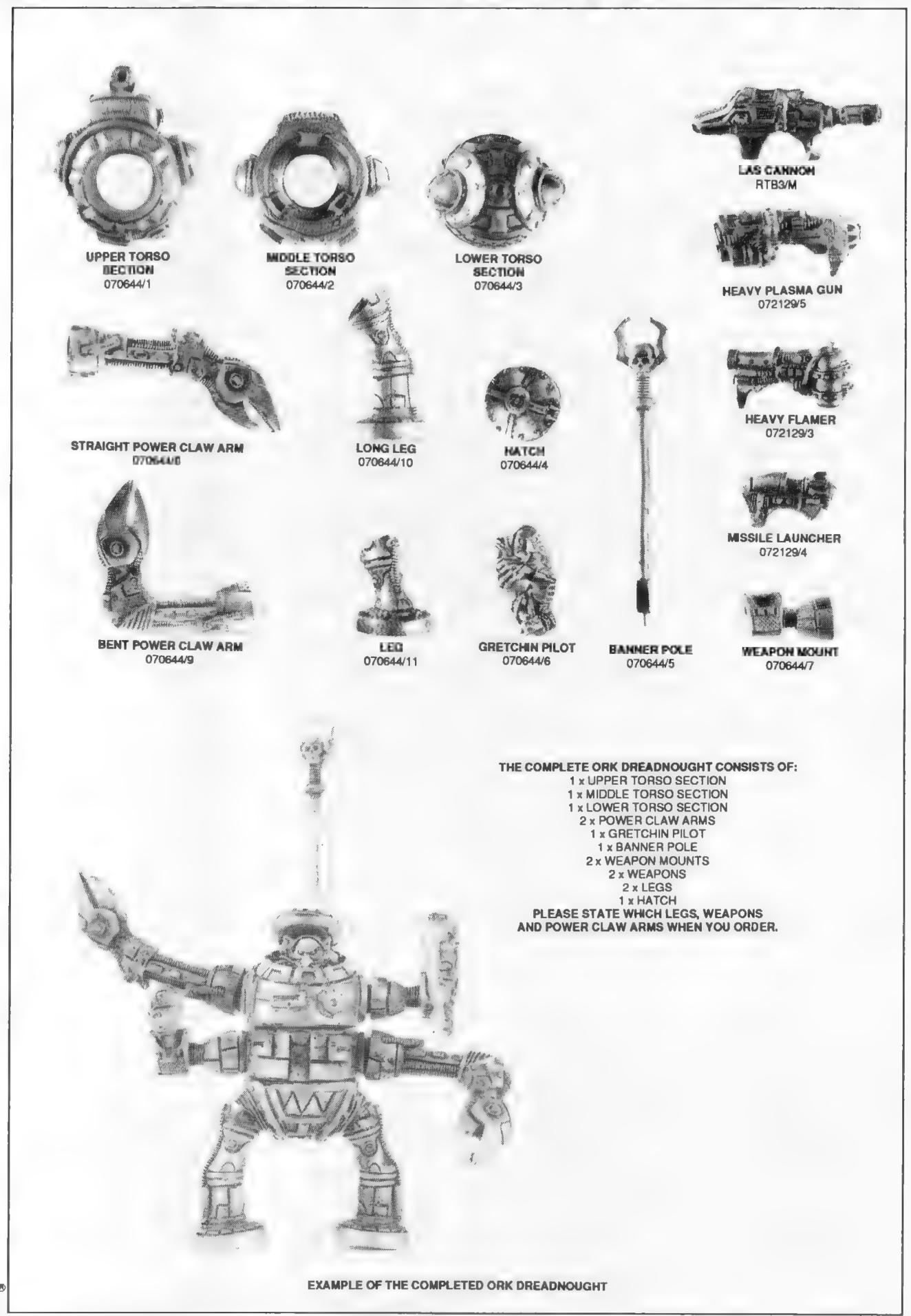






Designed by Kev Adams

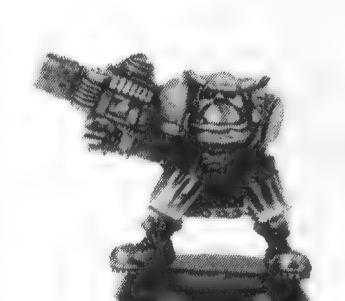
ORK DREADNOUGHT



Designed by Kev Adams

CITADEL, MINIACURES

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KUSTOM WEAPON 1 070620/21



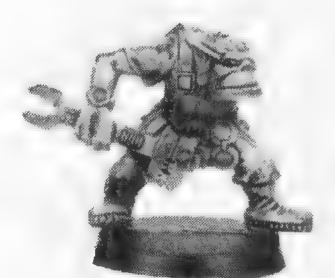
DIC HAMMER 070620/19



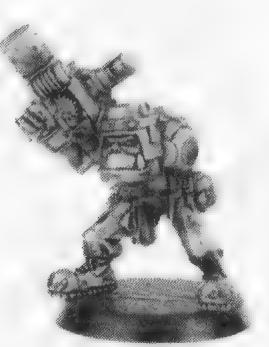
FLAME THROWER 070820/20



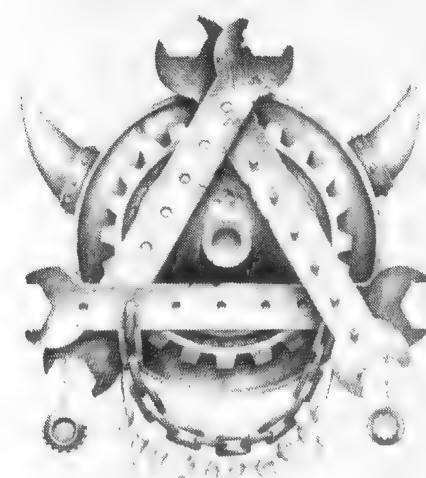
CUTTERS 070620/3

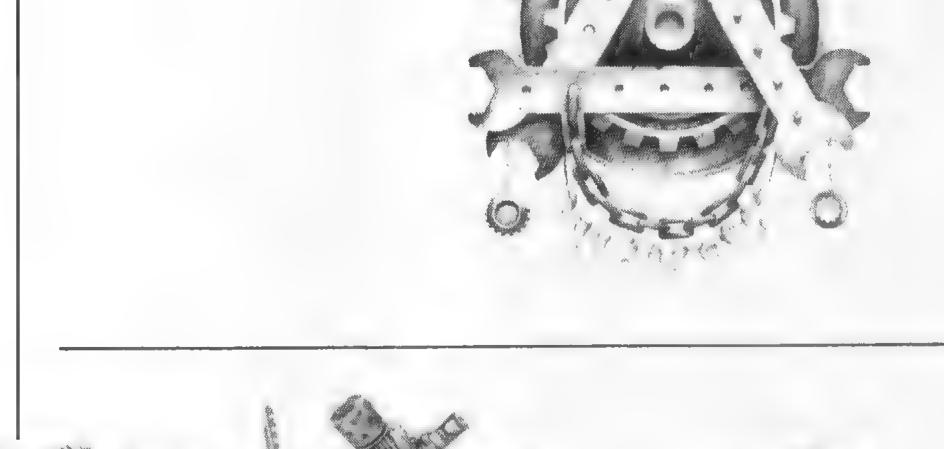


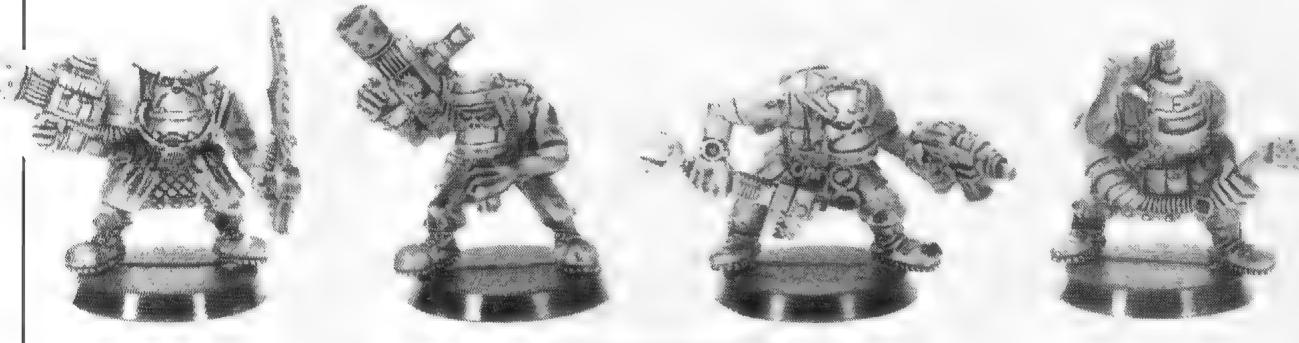
WREHCH 070620/2



KUSTOM WEAPON 2 070620/1





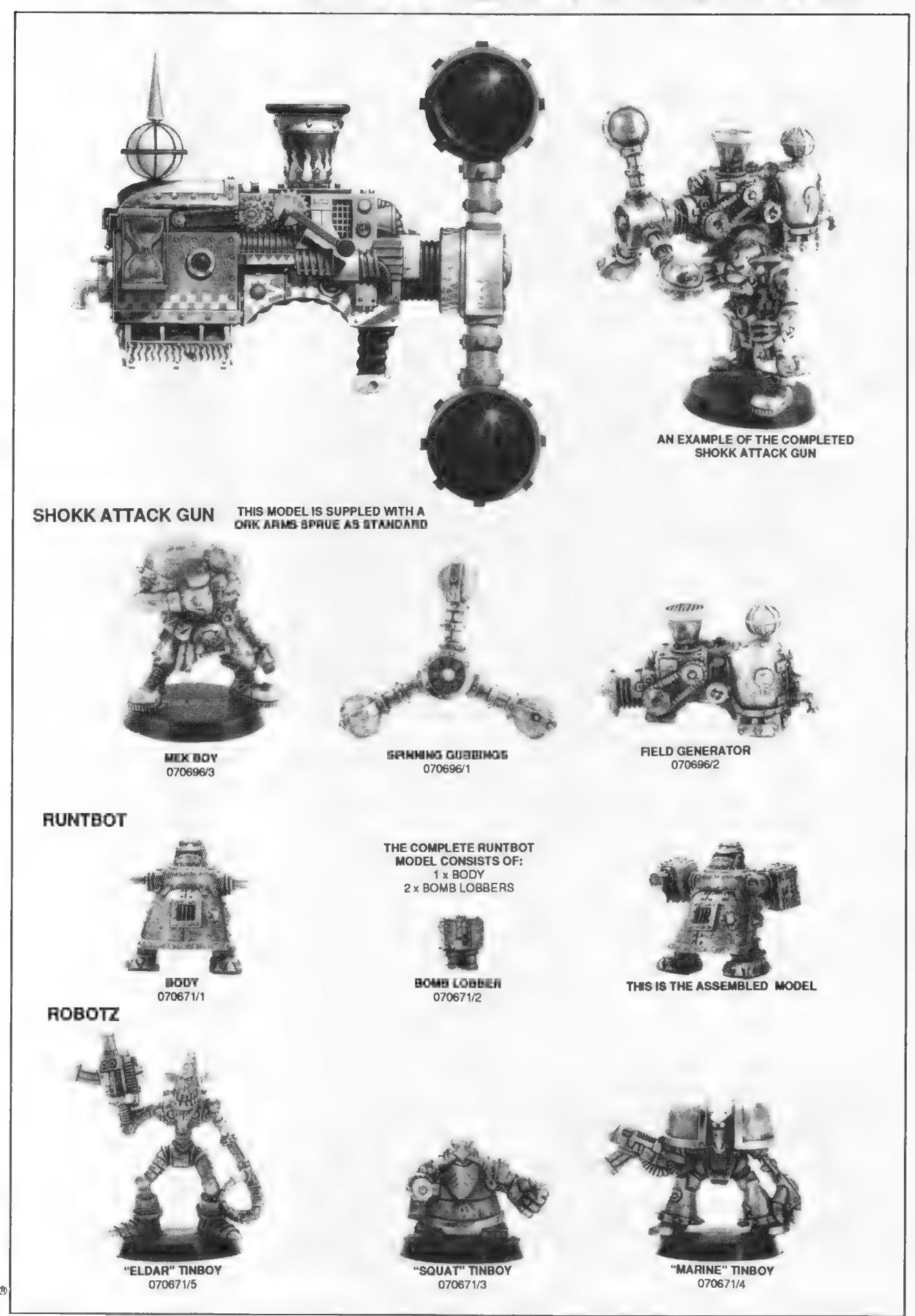


EXAMPLES OF THE COMPLETED MEKBOYZ



Designed by Kev Adams

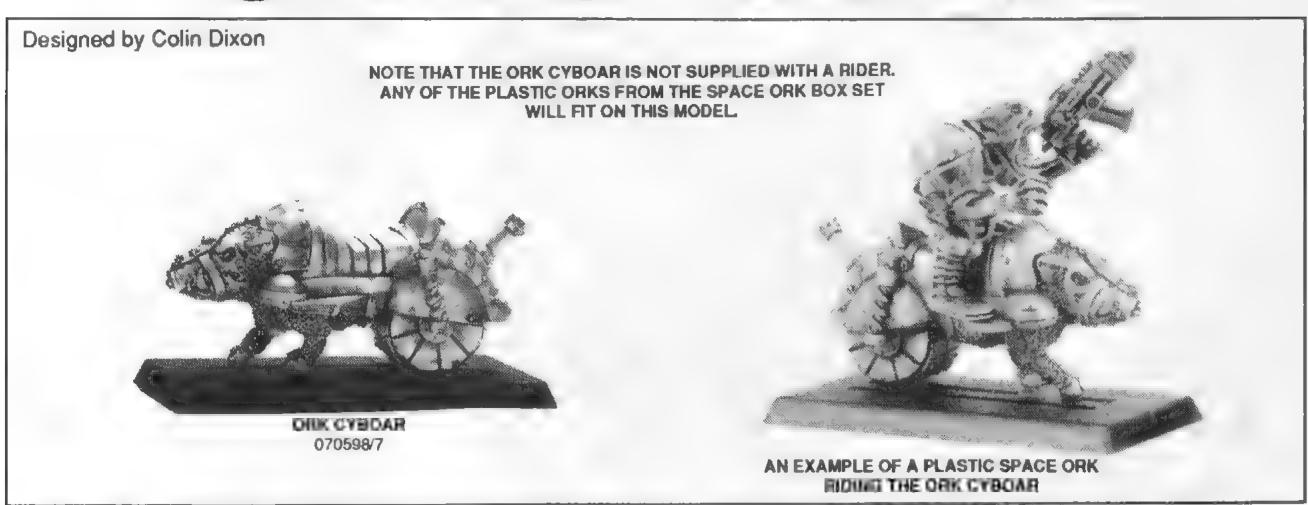
ORK INVENTIONS



CITADEL

MINIATURES

ORK CYBOAR



SQUIG KATAPULT





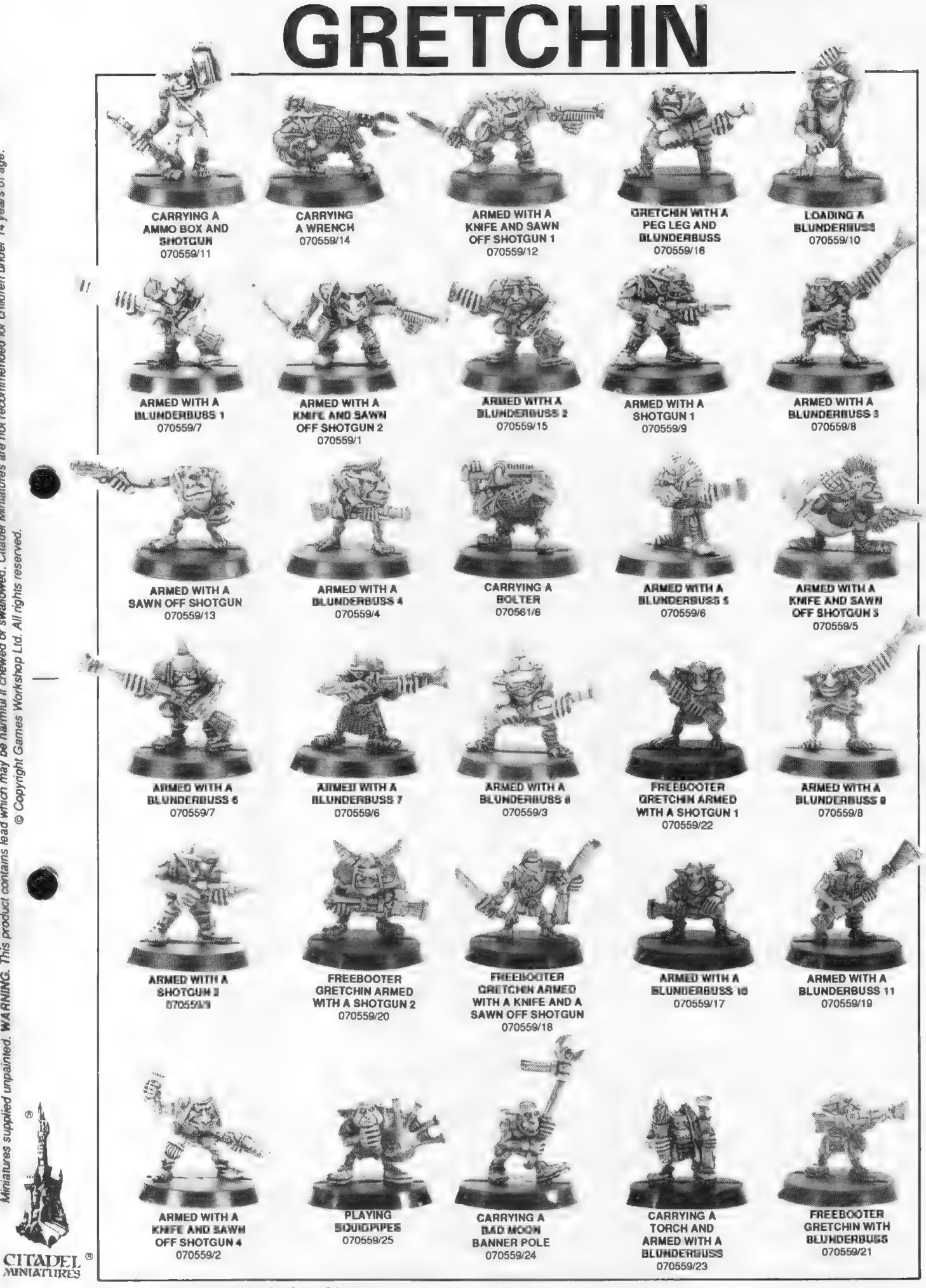
RUNTHERDZ RUNTS & SQUIGS



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CITADEL

ORK MADBOYZ

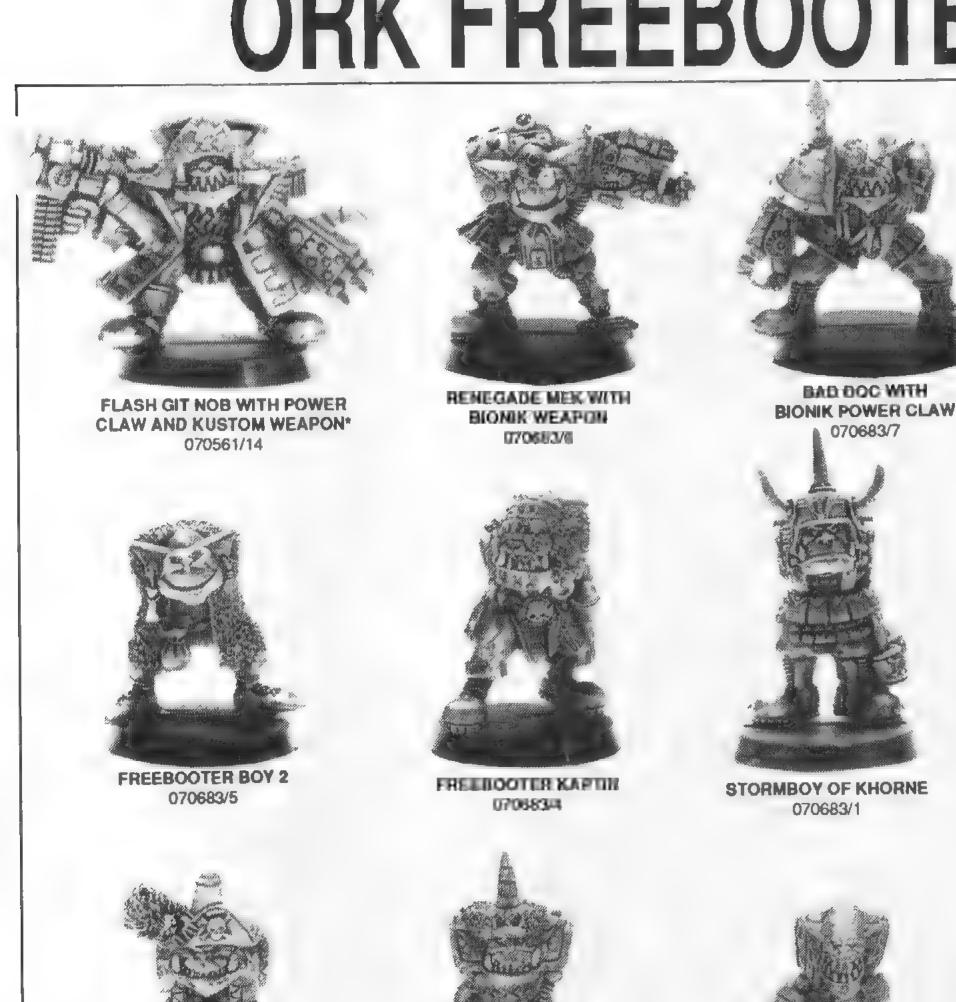


EXAMPLES OF THE COMPLETED ORK MADBOYZ.



Designed by Kev Adams with the Citadel Design Team

ORK FREEBOOTERZ



FREEBOOTER BOY 3

070683/13

FLASH GIT NOB

070683/14

FREEBOOTER BOY 4

070683/9







FREEBOOTER BOY 1

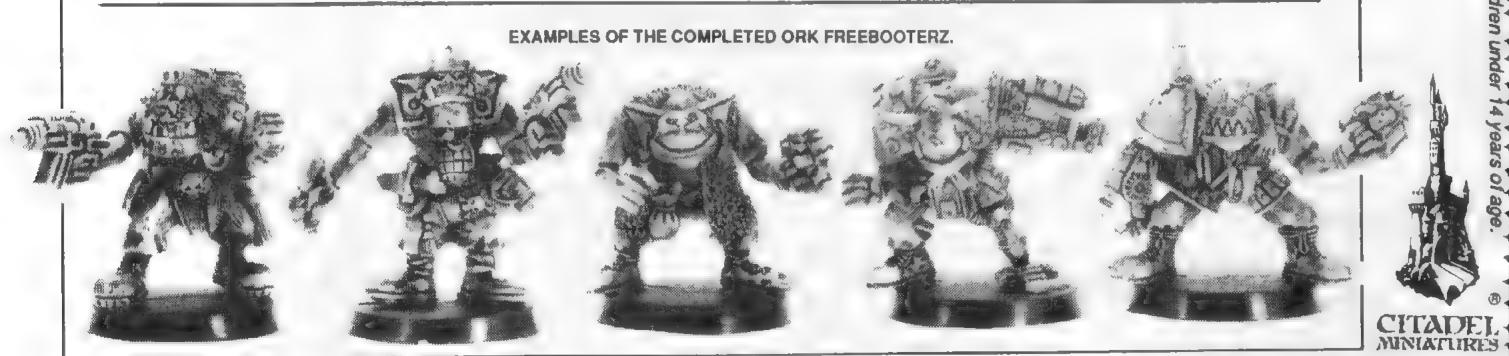
070863/3

PIRATE WITH

BIONIK BODY*

070683/2





Designed by Kev Adams

ORK BOYZ

STANDARD BEARERS BOCTA AND BOLTA AND BOLTA AND GOGGLES HELMET RELIMET 2 070510/17 070510/10 070510/15 COMMANDERS PLASMA PESTOL BOLTA AND **BOLTA AND** POWER ARM 2 AND POWER ARM **POWER ARM 1** 070510/31 070510/45 070510/38 CHAMPIONS POWER AXE AND HELM 070510/41 POWER SWORD, HELM AND GOOGLES POWER AXE 070510/36 070510/34 MUSICIANS DRUM AND CAP DRUM AND HELMET 070510/67 070510/68

CHADEL

ORK BOYZ



Designed by Kev Adams

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ORK BOYZ



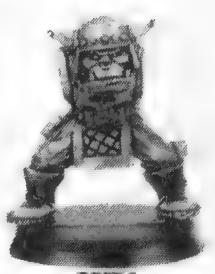
THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

GOFFS





GOFF 1



GOFF 2 070605/6



0700064



SNAKE BITE 2 070605/7

BAD MOONS



BAD MOON 1 07060516



070605/14



070605/13

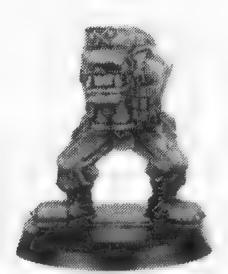


070605/26

BLOOD AXES



070605/21



BLOOD AXE 2 070605/2



070605/3

EXAMPLES OF THE COMPLETED ORK BOYZ.



Designed by Kev Adams

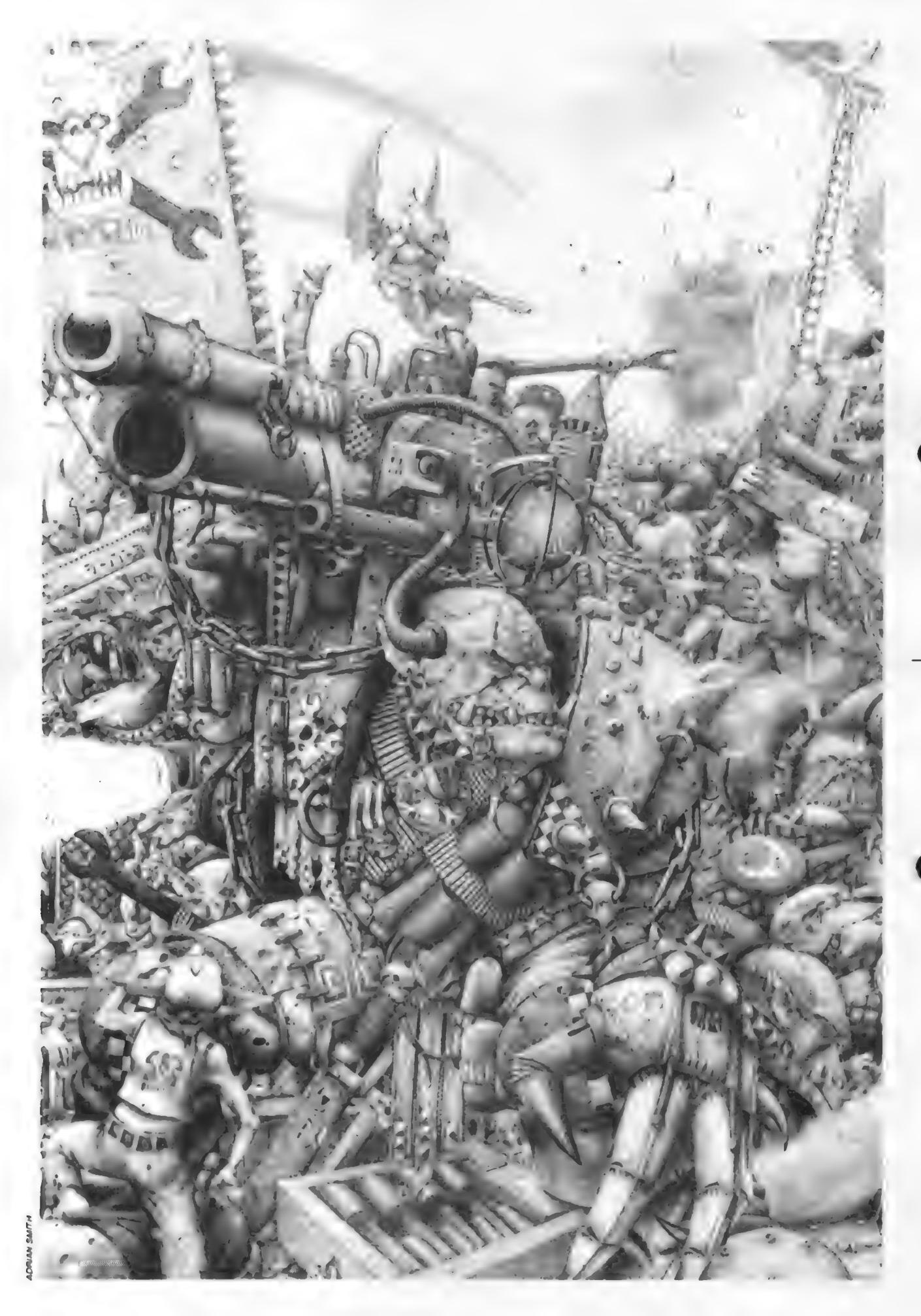
CITADEL

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ORK BOYZ







ORK HEAVY WEAPONS



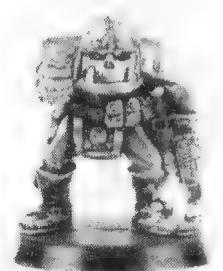
CUMMER 1 072129/9



GUNNER 2 WITH KNIFE 072129/2



DIJAMMER 3 072129/7



GUNNER 4 WITH BOLTA 072129/8



GUNNEER'S 072129/1



GUNNETI 5 WITH BOLTER 072129/6

EACH OF THE ABOVE MODELS IS SUPPLIED WITH ONE OF THE WEAPONS SHOWN BELOW AS STANDARD. PLEASE STATE WHICH YOU REQUIRE WHEN ORDERING



HEAVY PLASMA GUN 072129/5



072129/3



MISSILE LAUNCHER 072129/4



EXAMPLES OF THE COMPLETED HEAVY WEAPON ORK MODELS

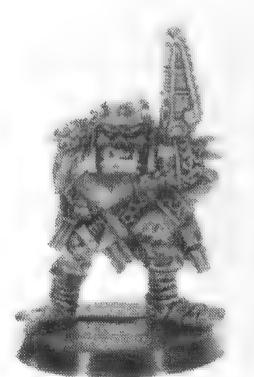


Designed by Kev Adams

SPACE ORK RAIDERS

BOXED SET OF 17 METAL MINIATURES





THRUGG BULLNECK ORK WARBOSS RTB02/H



NOB WITH BOLTA AND KNIFE RTB02/F



NOB WITH BOLTA AND BOLT PISTOL RTB02/G



ORK WITH BOLTA 1 RTB02/C



ORK WITH BOLTA 2 RTB02/A



ORK WITH BOLTA 3 RTB02/D



ORK WITH BOLTA 4 RTB02/G



THIS BOX SET CONSISTS OF:

1 x THRUG BULLNECK ORK WARBOSS

1 x NOB WITH BOLTA AND KNIFE

1 x NOB WITH BOLTA AND BOLT PISTOL

1 x ORK WITH HEAVY BOLTA

13 x RANDOM ORKS WITH BOLTA'S



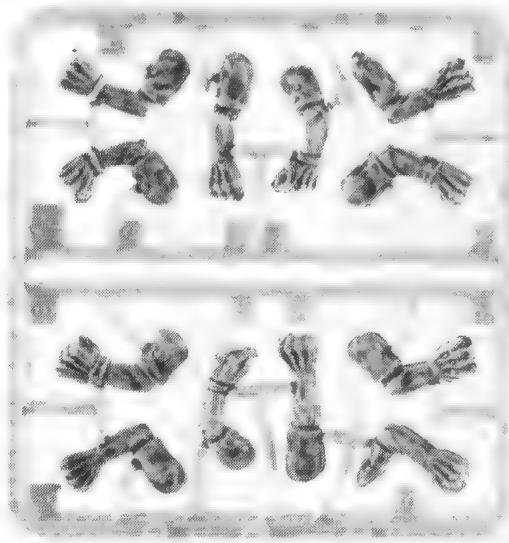
ORK WITH HEAVY BOLTA RTB02/E



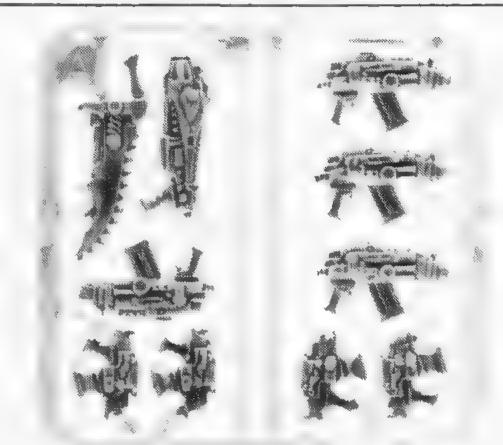
SPACE ORKS



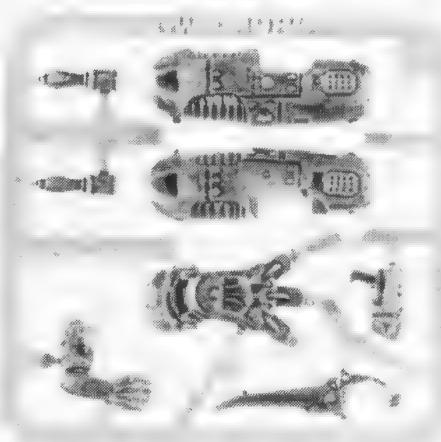
THE SPACE ORKS BOXED SET CONTAINS ENOUGH PLASTIC SPRUES TO MAKE 36 SPACE ORK BOYZ. EACH BOX CONTAINS: 6 ORK BODY SPRUES, 4 ORK WEAPON SPRUES, 4 ORK HEAVY WEAPON SPRUES AND 6 ORK ARM SPRUES.



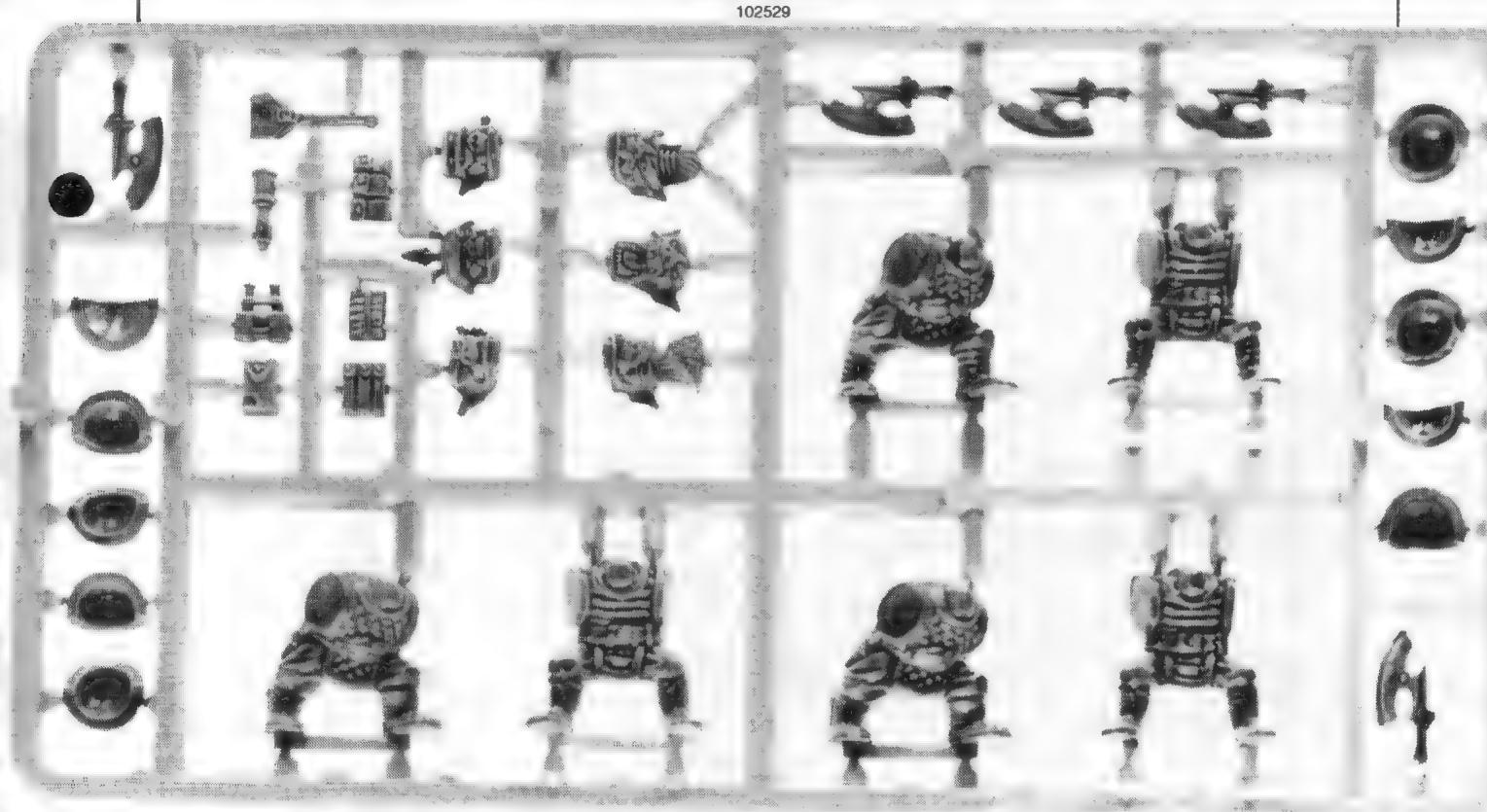
ORK ARMS SPRUE 102531



ORK WEAPONS SPRUE (4 BOLTERS, 4 BOLT PISTOLS, 1 PLASMA PISTOL AND CHAIN SWORD) 102749



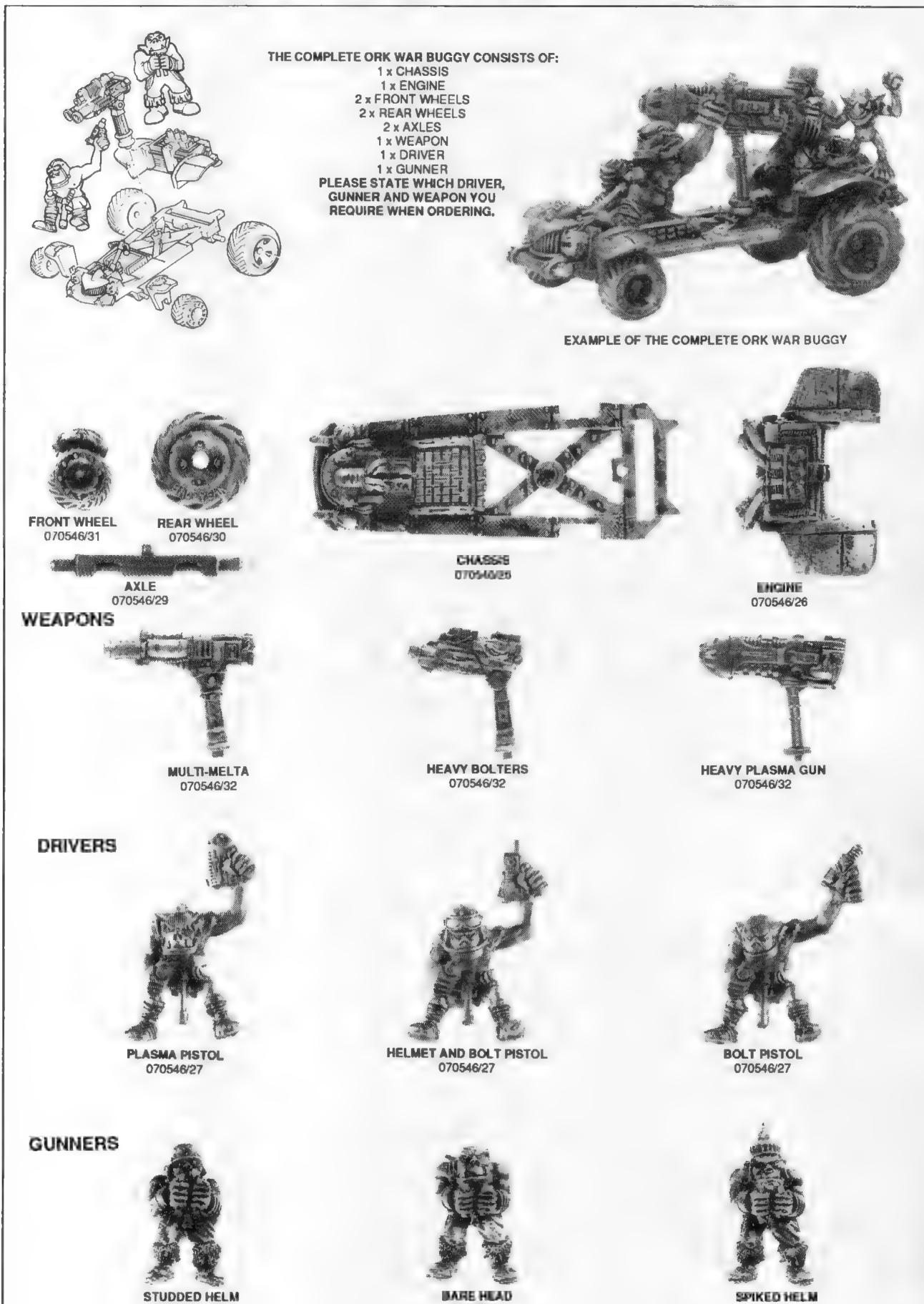
ORK HEAVY WEAPON SPRUE (1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD) 102752



ORK BODY SPRUE

Designed by the Citadel Design Team

ORK WAR BUGGY



070546/28

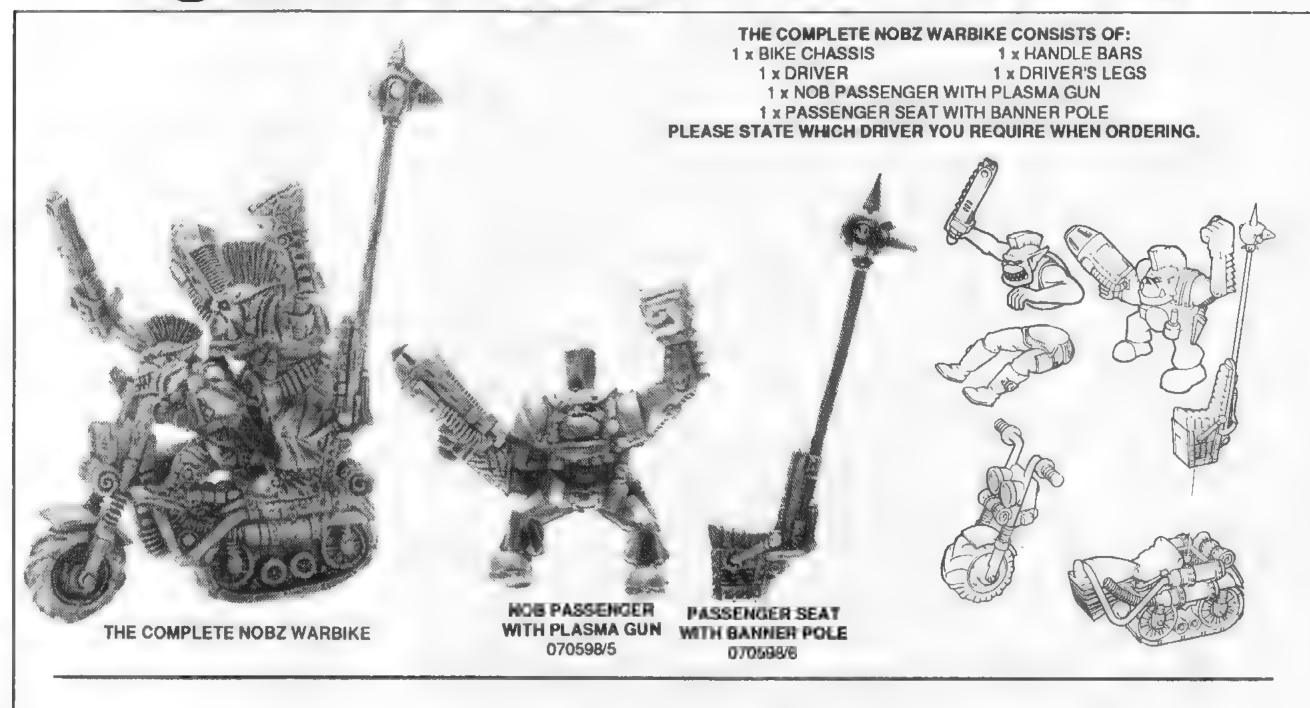
070546/28

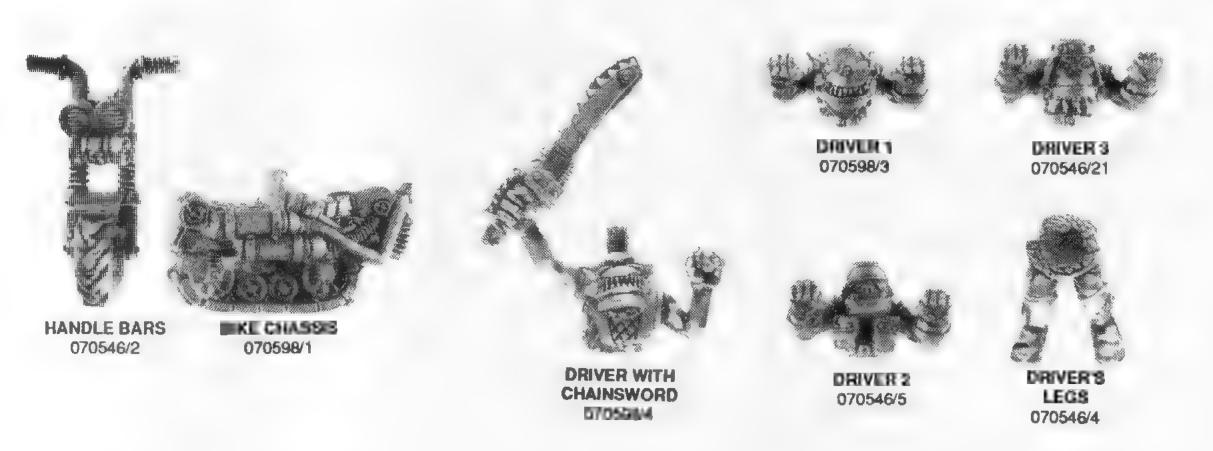
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CITADEL MINIACURES

070046/28

ORK WARBIKES





THE COMPLETE ORK WARBIKE CONSISTS OF:

1 x BIKE CHASSIS

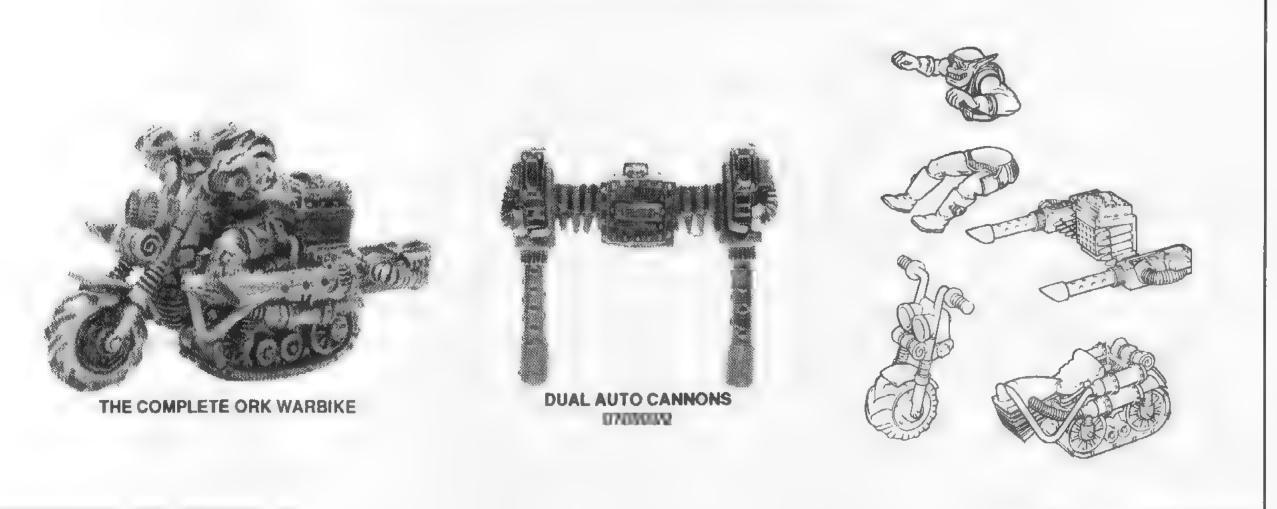
1 x HANDLE BARS

1 x DRIVER

1 x DRIVER'S LEGS

1 x DUAL AUTO CANNONS

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING,

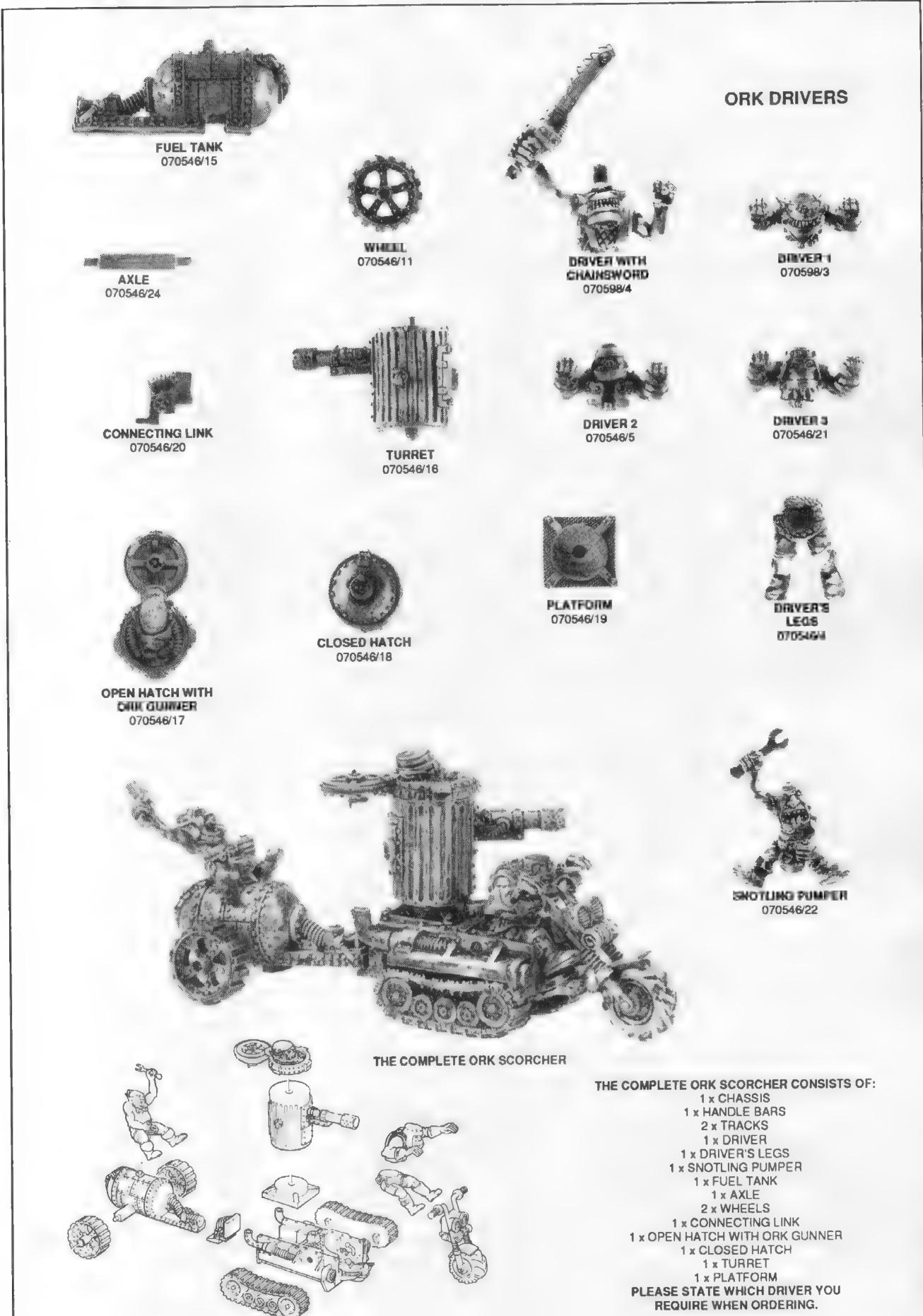




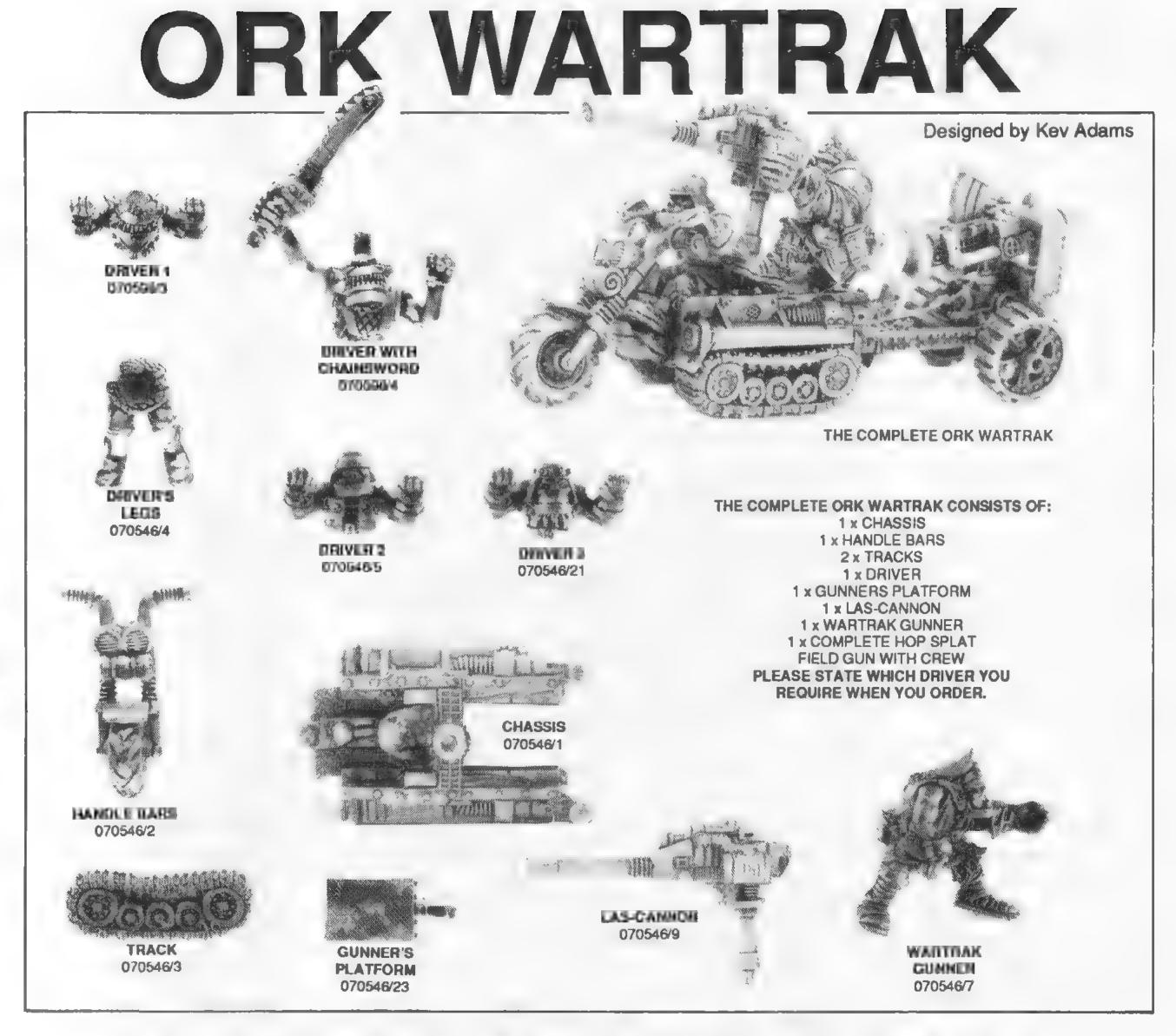
or swallowed. Citadel Miniatures are not recommended for children under 14 years of age

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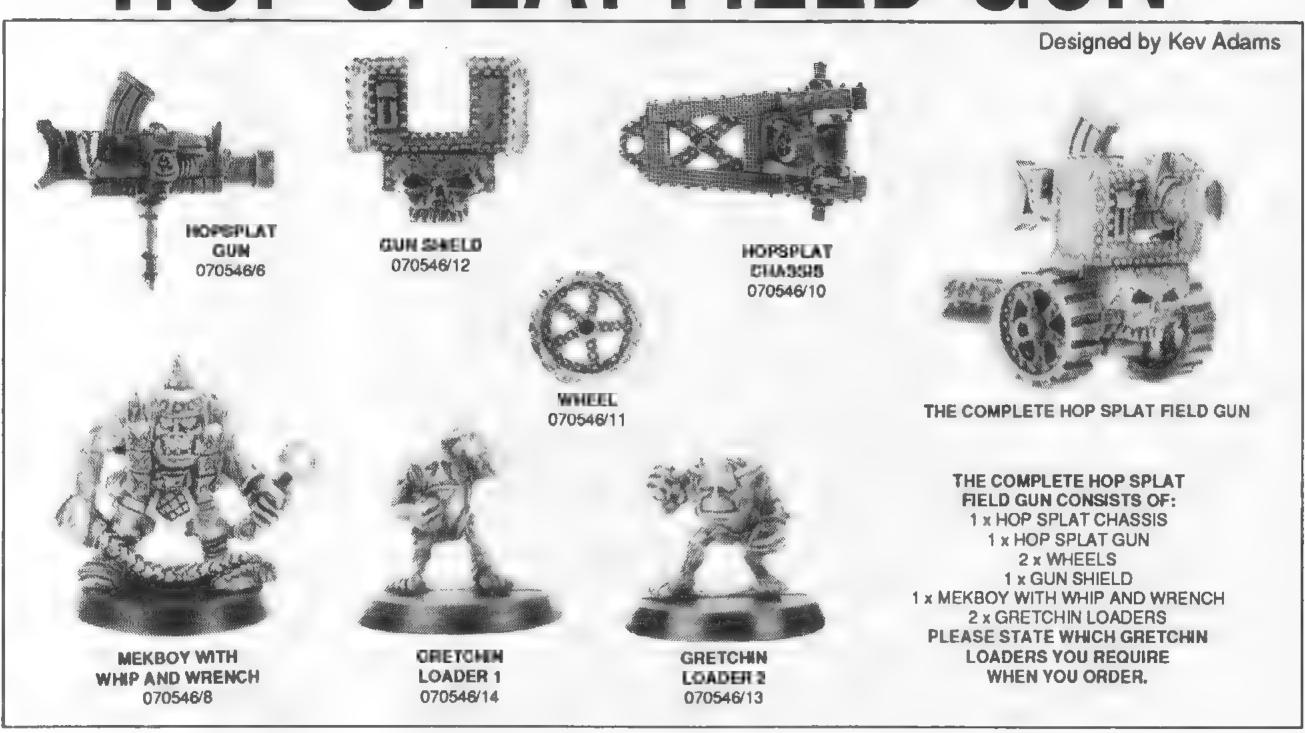
ORK SCORCHER







HOP SPLAT FIELD GUN

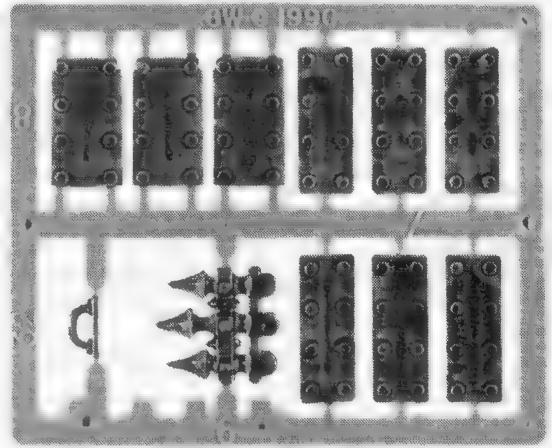




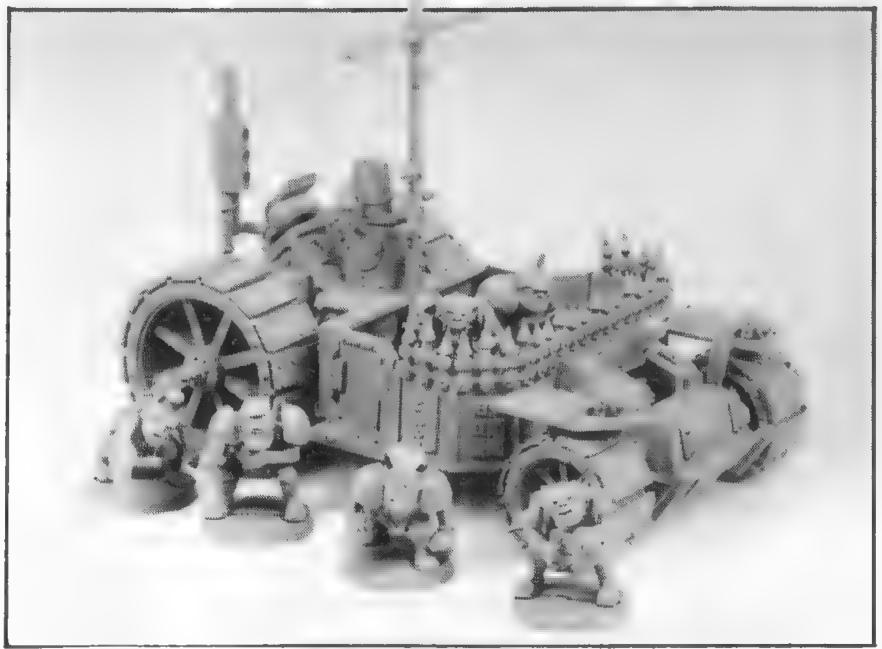
THE SPACE ORK BATTLEWAGON BOX SET CONTAINS:

1 x BATTLEWAGON SPRUE
6 x BATTLEWAGON TRACK SPRUES
1 x ORK BODY SPRUE
1 x ORK ARMS SPRUE
1 x ORK WEAPONS SPRUE

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to kustomise your Battlewagon, or you can glue them to any Ork miniatures from the Citadel range. Using the different plastic erms and weapons, you can assemble the crew however you want, shouting, pointing and firing from the Battlewagon.



BATTLEWAGON TRACK SPRUE 101505

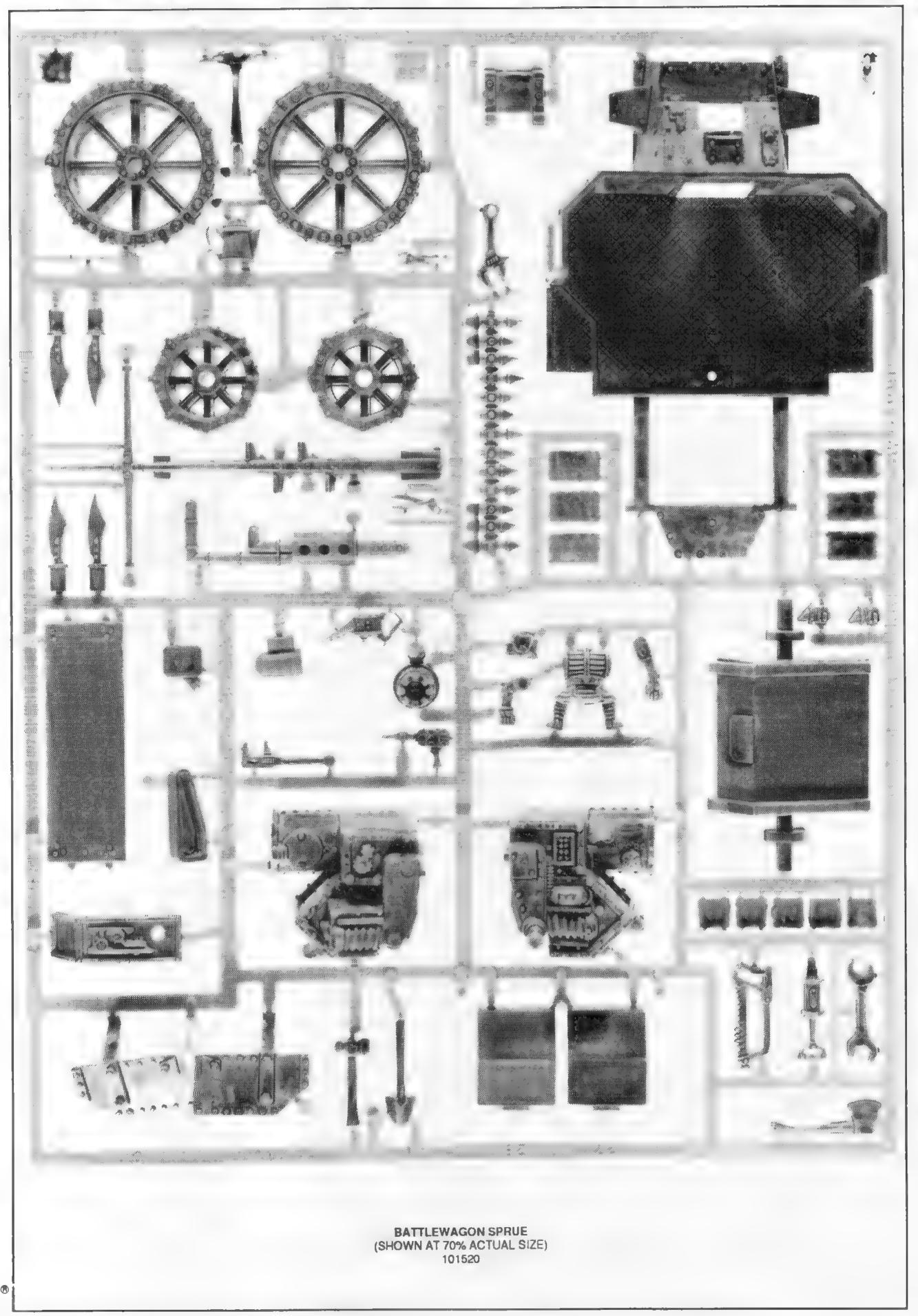


THE COMPLETE BATTLEWAGON
WITH SPACE ORK CREW



ghts reserved

ORK BATTLEWAGON



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ELDAR GUARDIANS



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ELDAR GUARDIANS



ELDAR



allowed. Citadel Miniatures are not recommended for children under

ELDAR



THE AVATAR COMPLETE 071597



AVATAR BODY 071597/1



(SPEAR FORM) 071597/2



CEOAK 071597/3

THE COMPLETE AVATAR CONSISTS OF:

1 x AVATAR BODY

1 x DOOM THAT WAILS

1 x AVATAR CLOAK

WARLOCKS AND FARSEER



WARLOCK AND FORCE STAFF 1 0716044

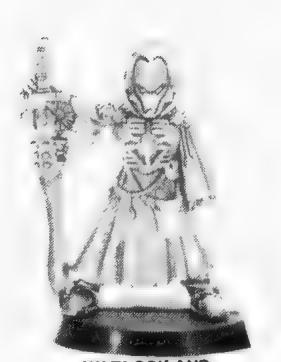


WITCH BLADE 1 071604/5





WARLOCK AND FORCE STAFF 2 071604/2



WARLOCK AND WITCH BLADE 2 071604/1



071604/3



ASPECT WARRIORS



Designed by Jes Goodwin

CITADEL

071572/8

ASPECT WARRIORS



be harmful it chewed or swallowed. Citade Games Workshop Ltd. All rights reserved.

95

HARLEQUINS



Designed by Jes Goodwin

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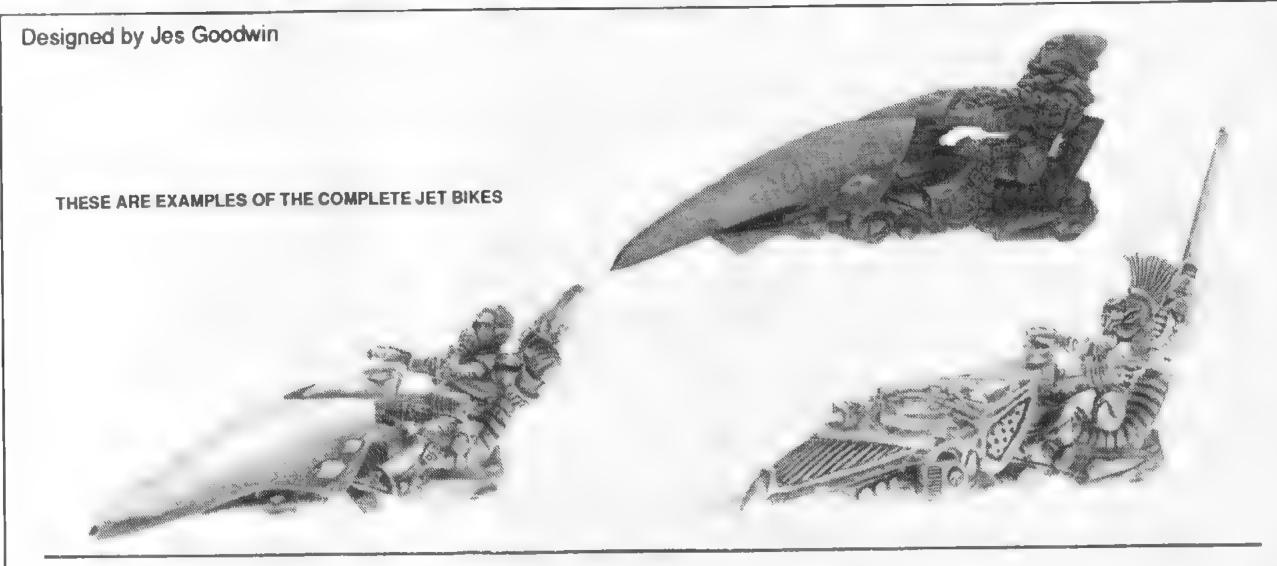
contains lead which may





Designed by Jes Goodwin

CITADEL ®





ELDAR RIDERS BODY WITH SHURIKEN PISTOL 071533/7



HARLEQUIN RIDERS BODY WITH POWER SWORD 071533/11



071533/6



LEGS 071533/10





ELDAR CANOPY 071533/1



HARLEQUIN RIDERS





071533/3

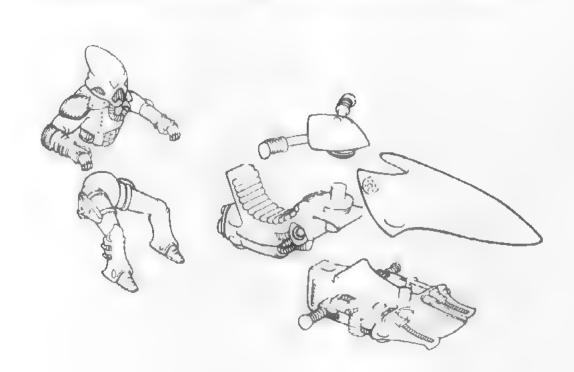


HAWILE BARS 071533/4

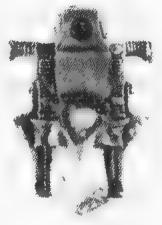


PLEASE STATE WHICH RIDERS BODY, RIDERS LEGS, CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:



SHURIKEN CANNON ARMAMENT 071533/9

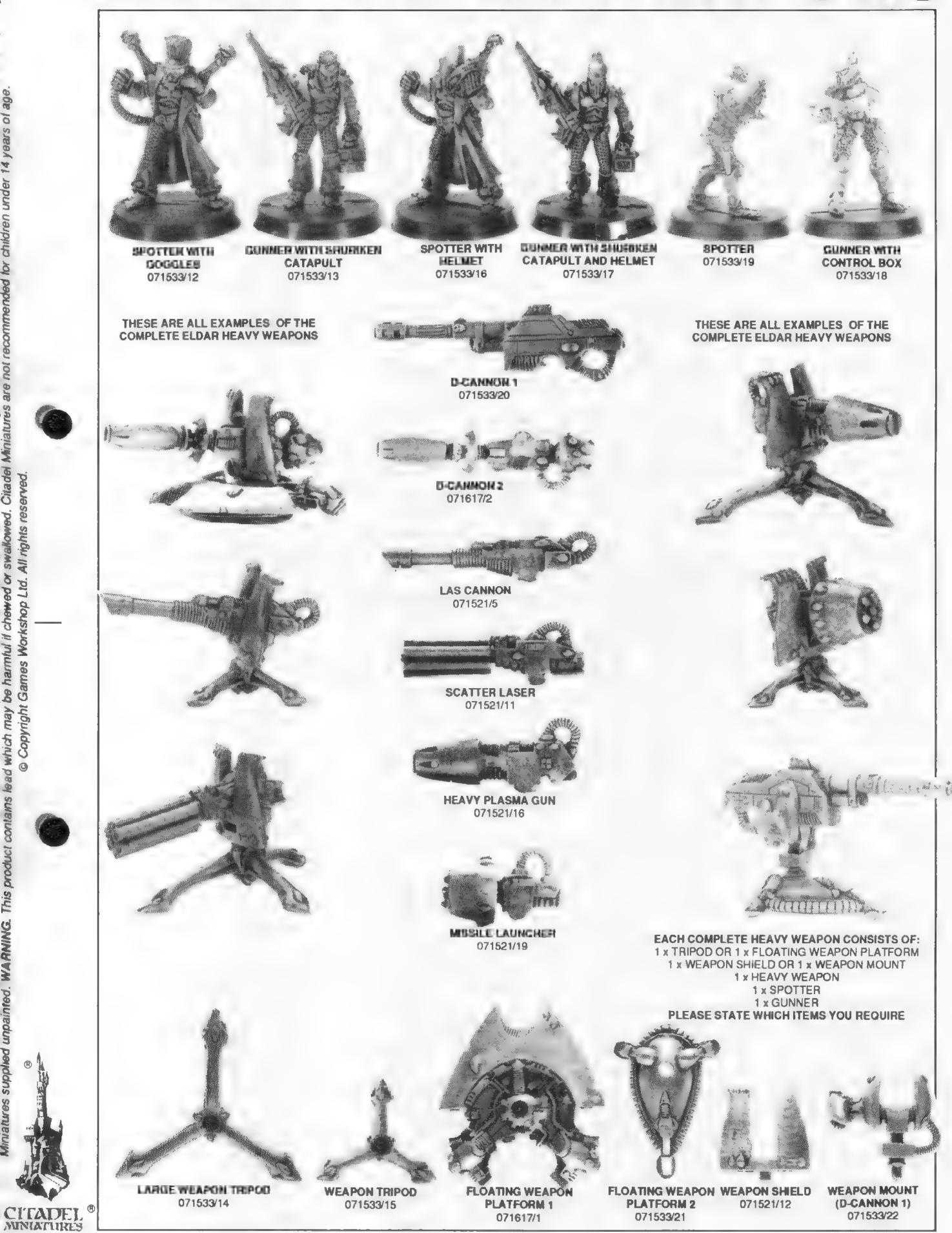


DUAL SHURIKEN CATAPULT ARMAMENT 071533/5

CITADEL

llowed. Citadel Miniatures are not recommended

ELDAR HEAVY WEAPONS

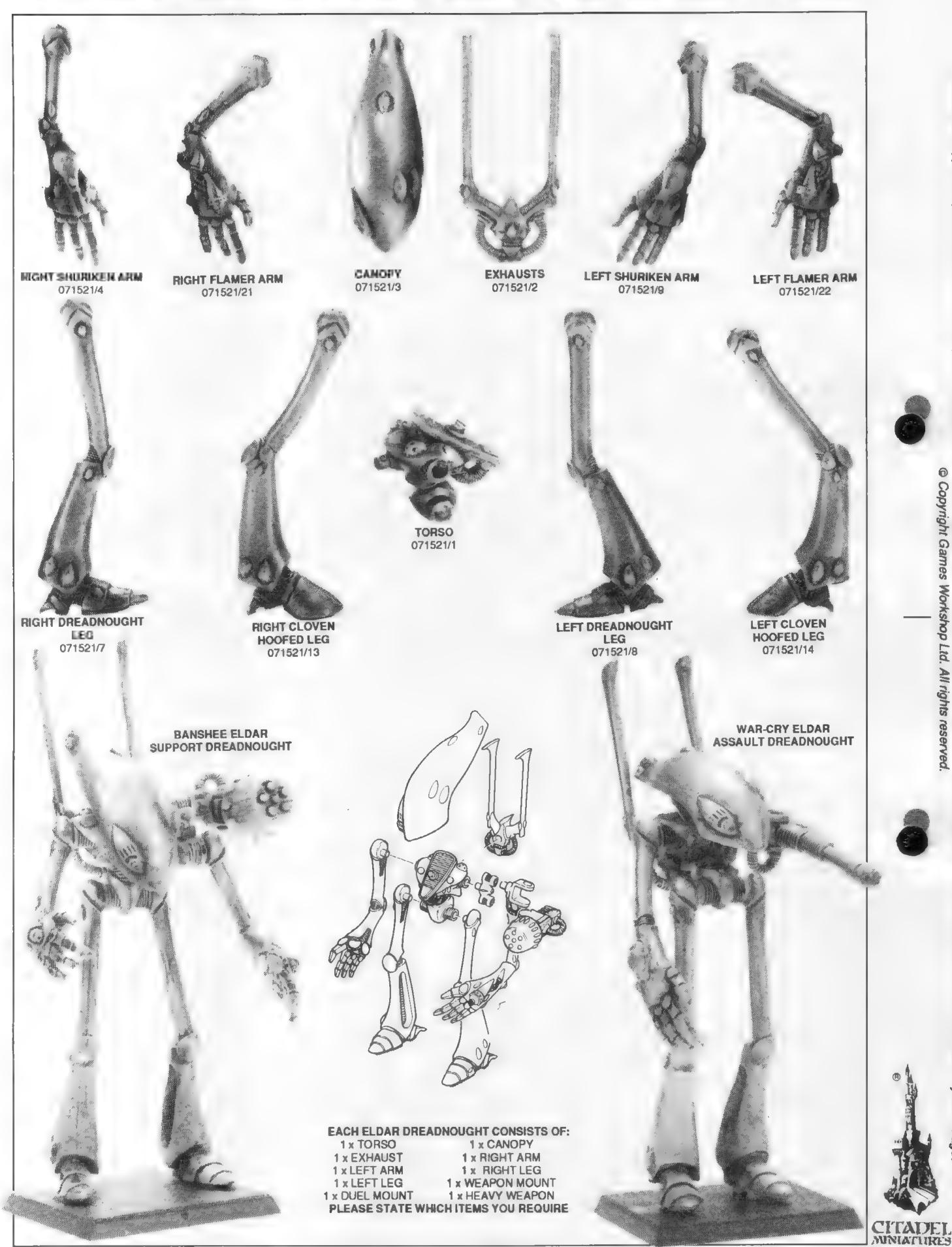


Designed by Jes Goodwin

if chewed

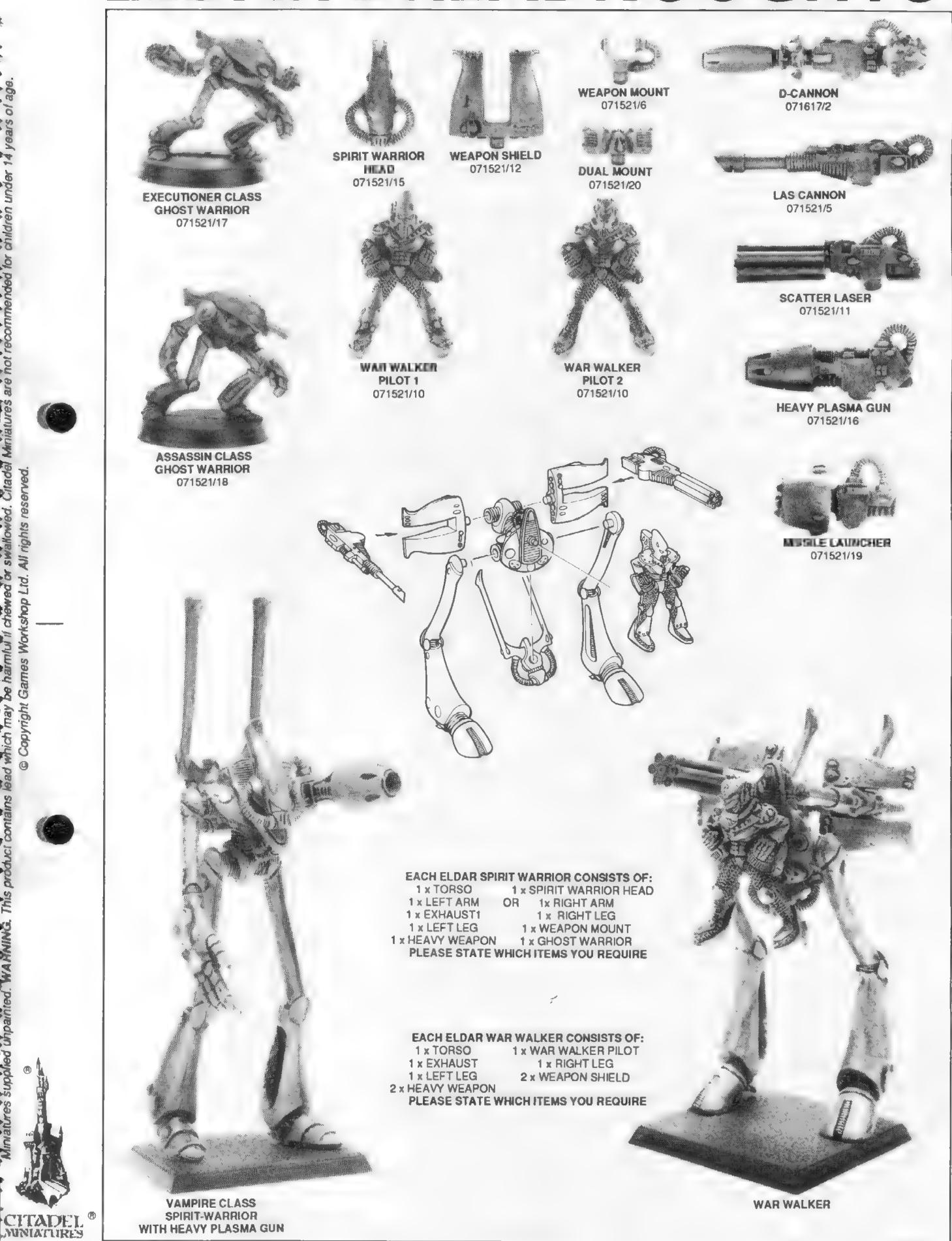
niatures supplied unpainted. WARNING. This product contains lead which may

ELDAR DREADNOUGHTS



Designed by Jes Goodwin

ELDAR DREADNOUGHTS



GENESTEALERS



Designed by Jes Goodwin with the Citadel Design Team

CITADEL

Miniatures

MINIATURES

GENESTEALERS





be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. Games Workshop Ltd. All rights reserved.

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072616/2



FLESHBOHER 2 072616/1

ZOATS



105

CHAOS RENEGADES

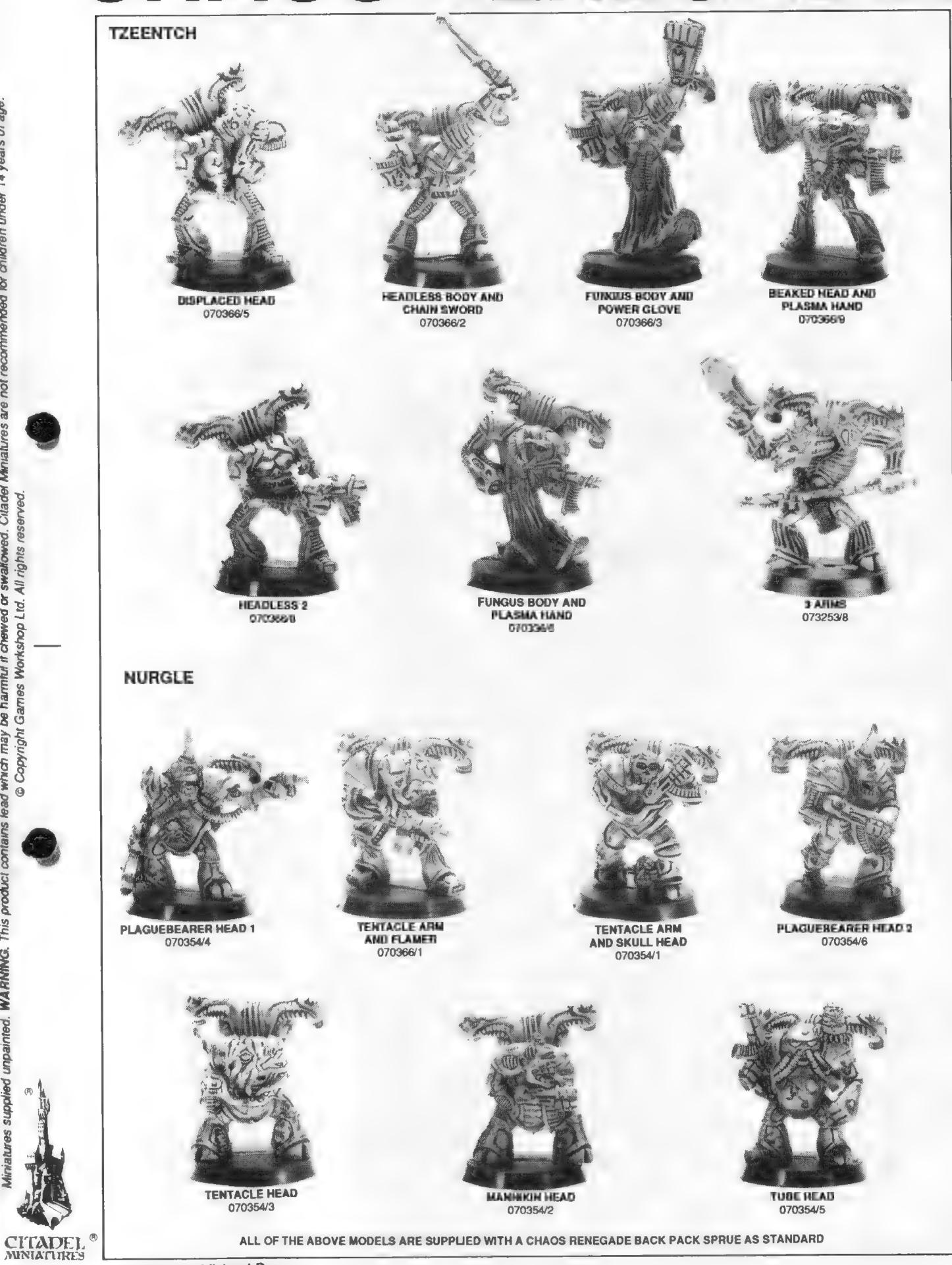


Designed by Michael Perry and Kev Adams

illowed. Citadel Miniatures are not recommended for children under 14 years of age

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CHAOS RENEGADES



Designed by Michael Perry

children under

Miniatures are not recommended

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CHAOS RENEGADES



are not recommended for children under 14 years of

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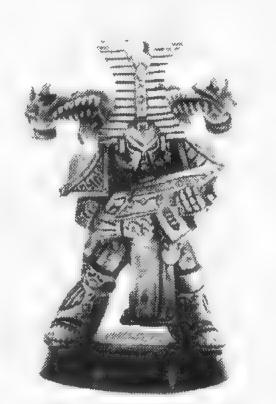
(KHORNE) 070378/4



(SLAANESH) 070378/3



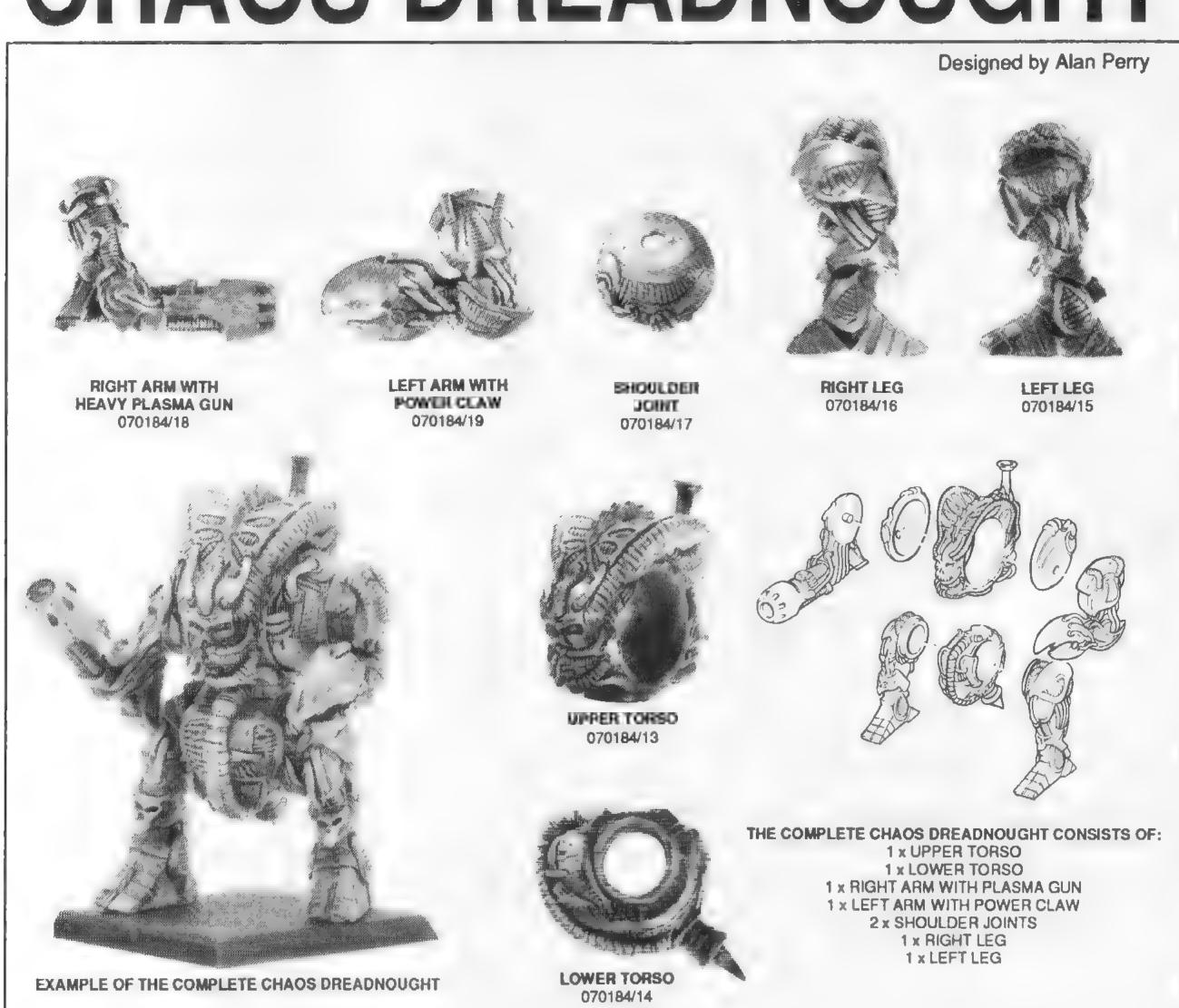
(NURGLE) 070378/2



THOUSAND SONS (TZEENTCH) 070378/1

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

CHAOS DREADNOUGHT





CITADEL WINIATURES

RENEGADES ON HORSE BACK



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MINIATURES

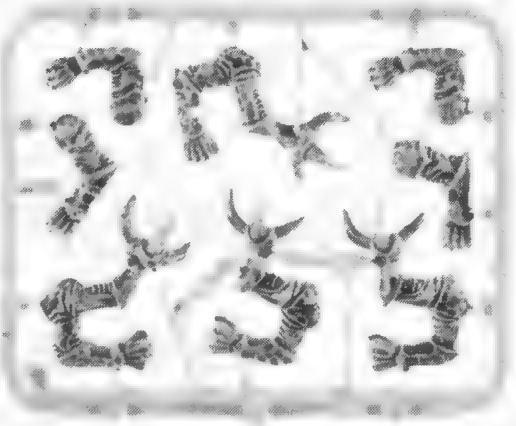
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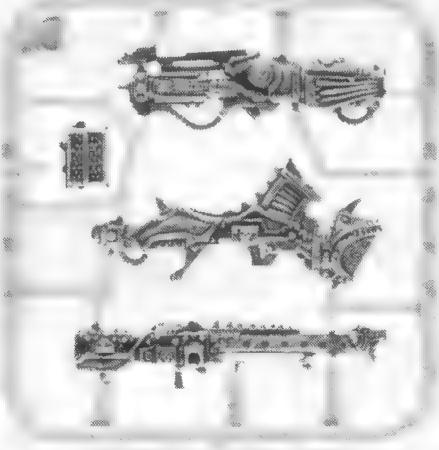
PLASTICS



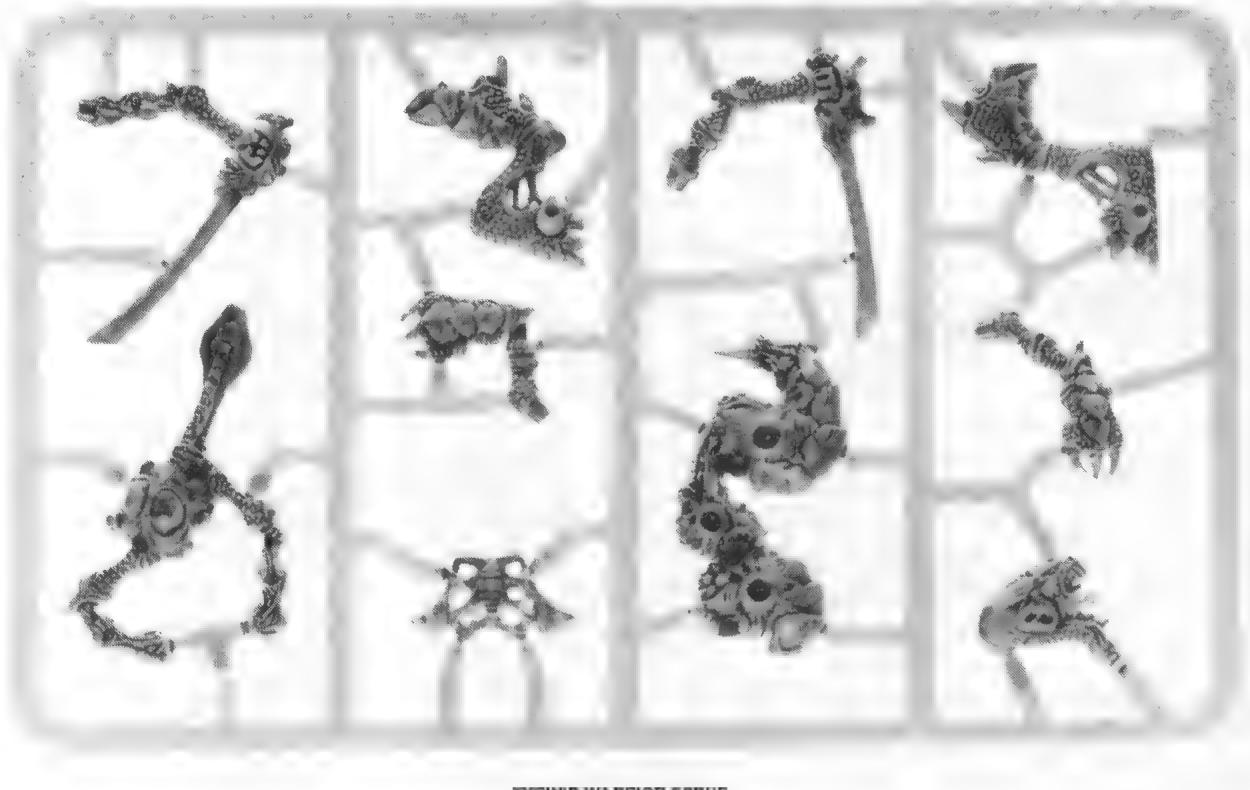
(1 LIBRARIAN AND 2 HYBRIDS) 102407



BENESTEALER ARMS SPRIJE 102776



CHAOS HEAVY WEAPONS SPRUE (1 CONVERSION BEAMER, 1 MISSILE LAUNCHER AND 1 AUTO CANNON) 102517

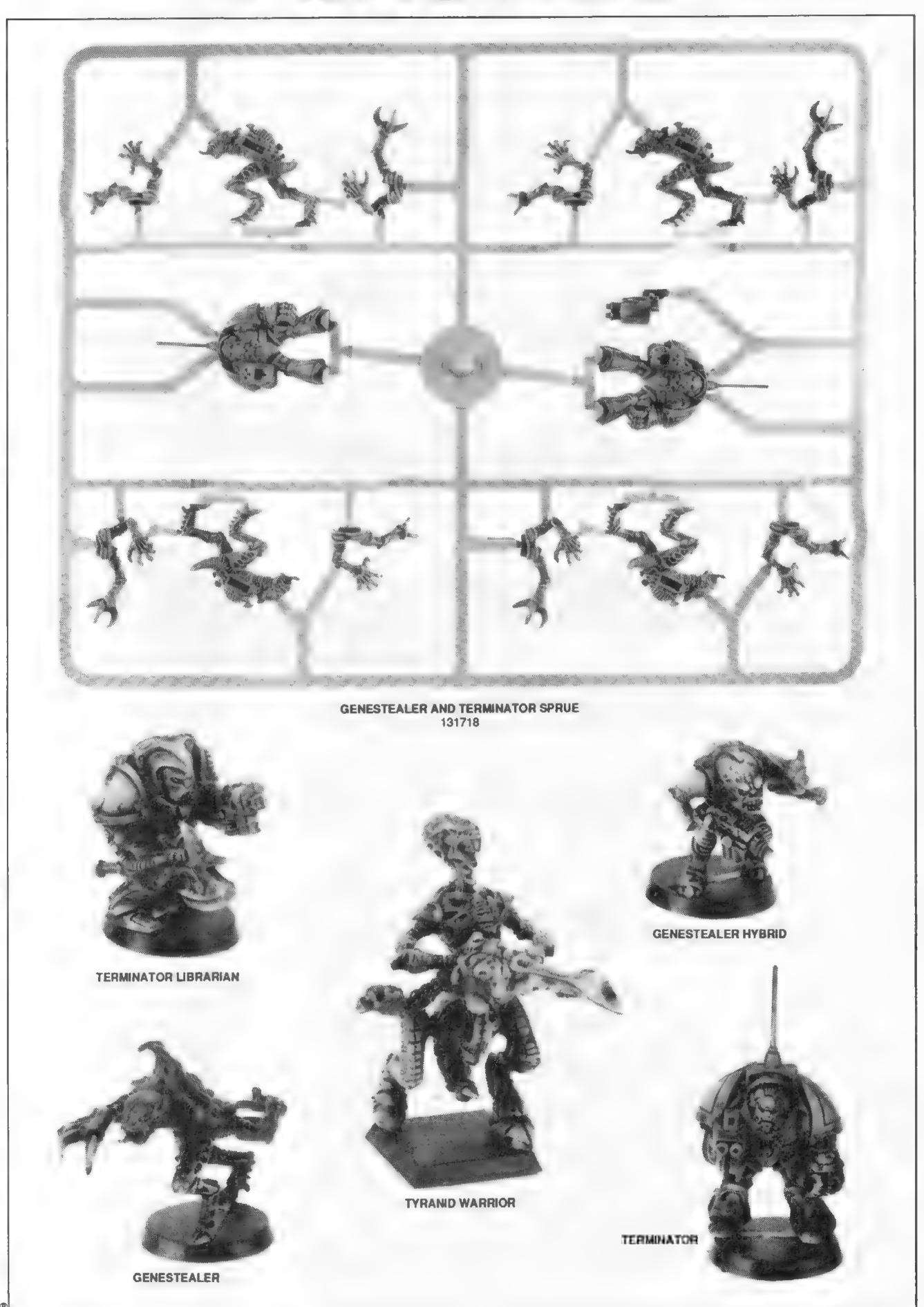


TYRINID WARRIOR SPRUE 120013

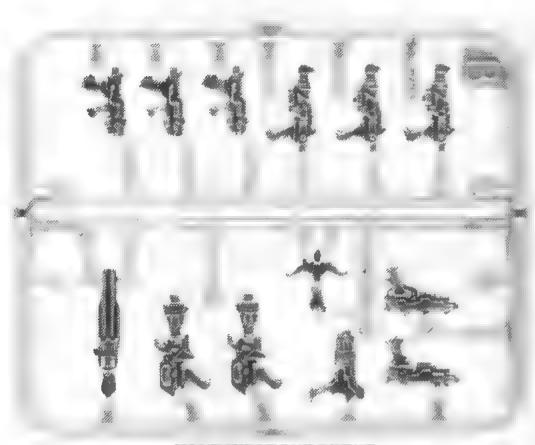
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PLASTICS

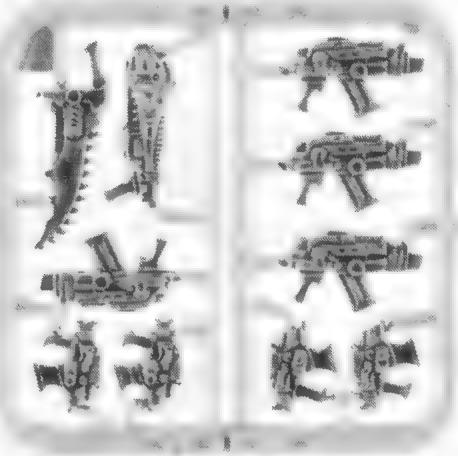


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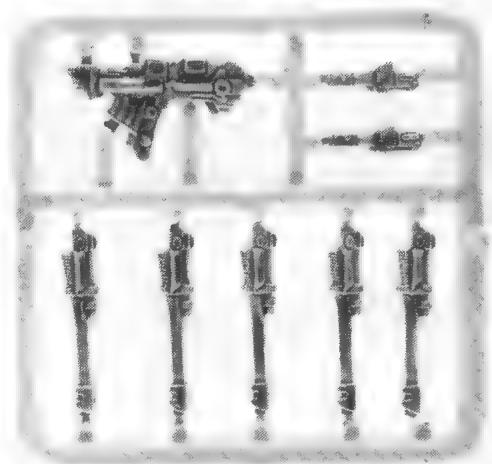


(3 AUTO PISTOLS, 3 BOLT PISTOLS, 2 HAND FLAMERS, 2 STUB GUNS, 1 HAND CROSSBOW, 1SAWN OFF SHOTGUN AND 1 PLASMA PISTOL)

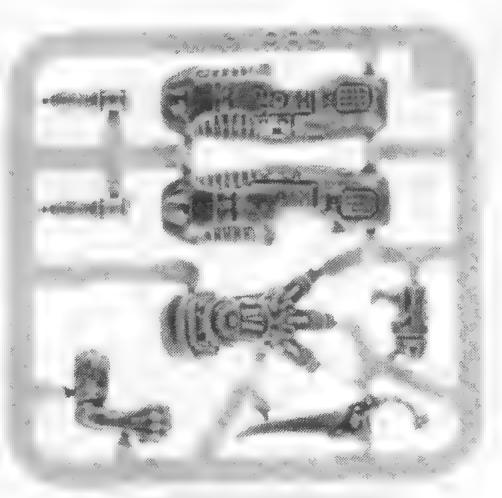
102764



ORK WEAPONS SPRUE (4 BOLTERS, 4 BOLT PISTOLS, 1 PLASMA PISTOL AND CHAIN SWORD) 102749



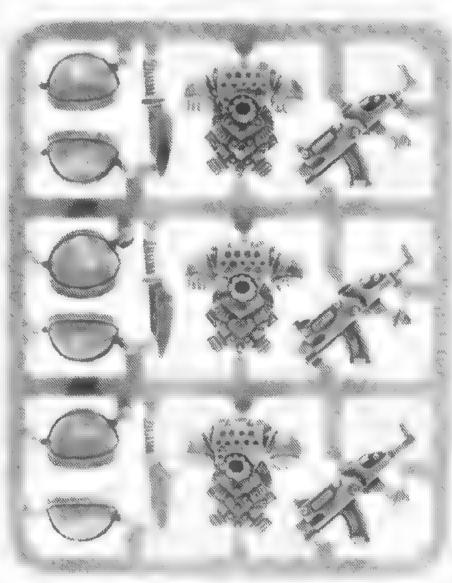
LAS GUNS AND HEAVY BOLTER SPRUE (1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS) 131329



ORK HEAVY WEAPON SPRUE (1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD) 102752



LAS GUNS AND LAS CANNON SPRUE (1 LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS) 131260



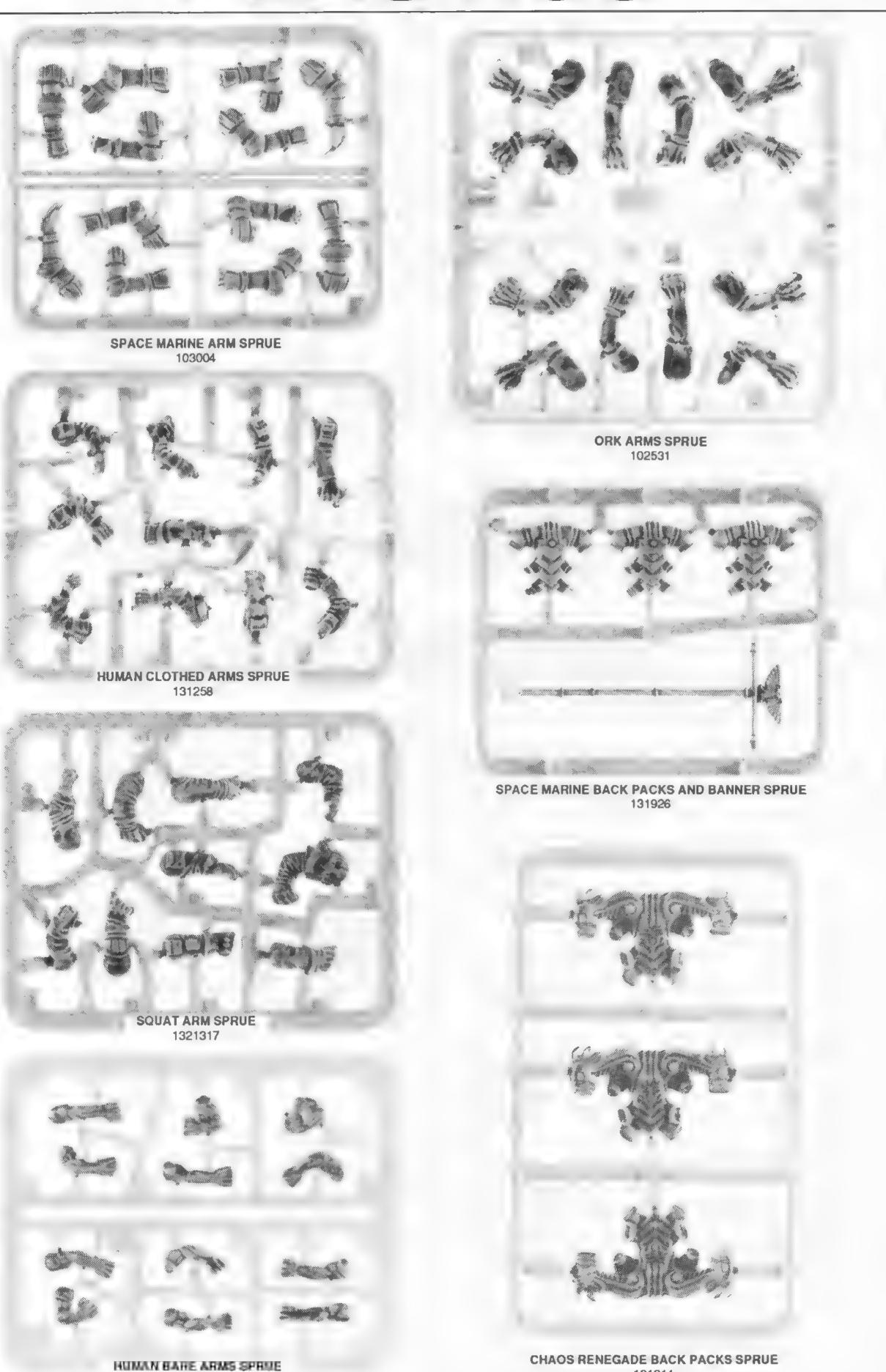
SPACE MARINE BOLTERS AND BACK PACKS SPRUE (3 PAIRS OF SHOULDER PADS, 3 BACK PACKS, 3 BOLTERS, 3 COMBAT KNIVES) 101532



CITADEL® MINIATURES

126031

PLASTICS



131914

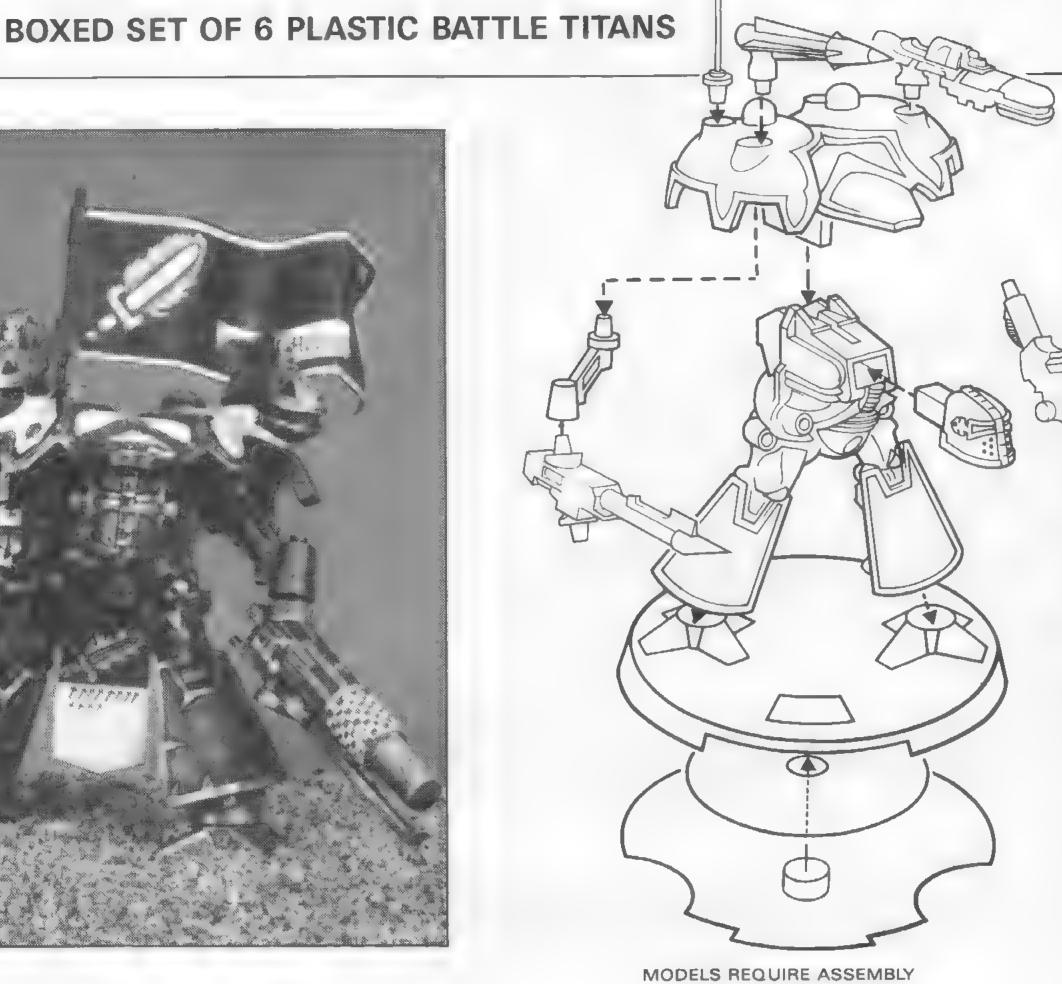
IMPERIAL BATTLE TITANS

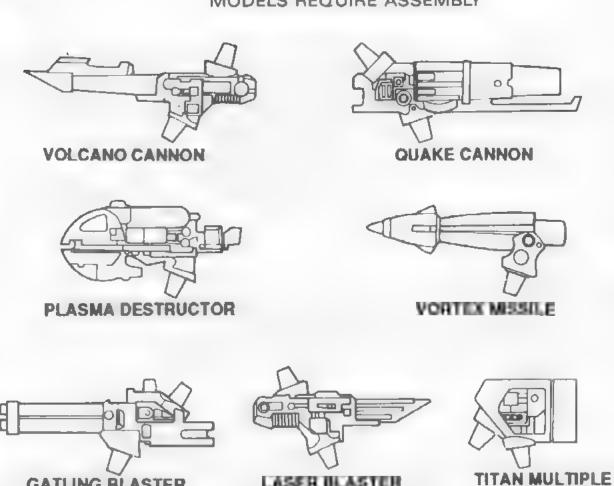
SIZE

The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord Class Battle Titans come with interchangeable weapons.



EACH BOX SET CONTAINS 6 TITAN BODY **SPRUES AND 2 TITAN WEAPON SPRUES**

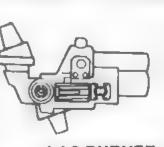






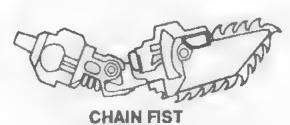
GATLING BLASTER

LASER BLASTER





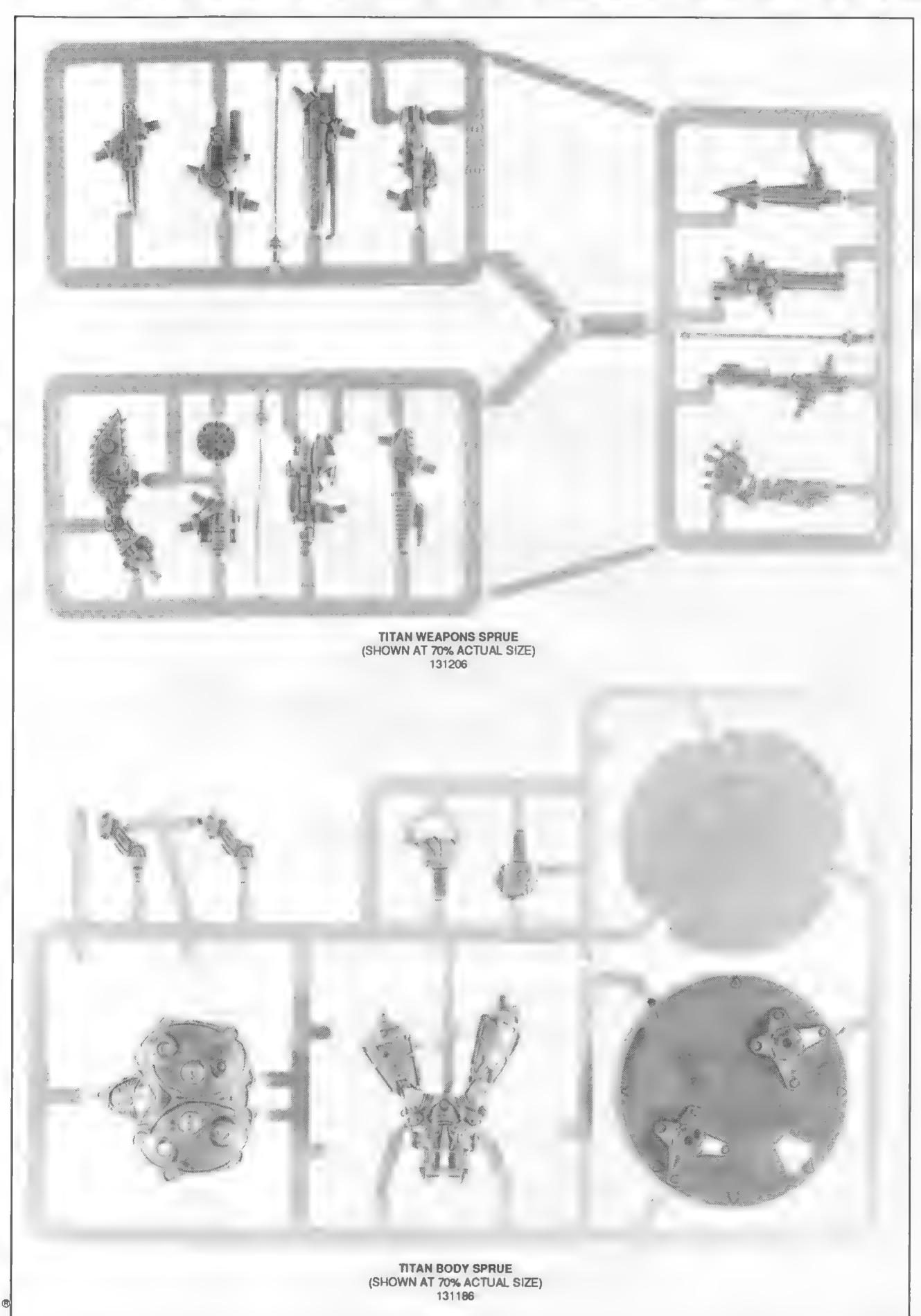
ROCKET LAUNCHER





CITADELMINIATURES

IMPERIAL BATTLE TITANS



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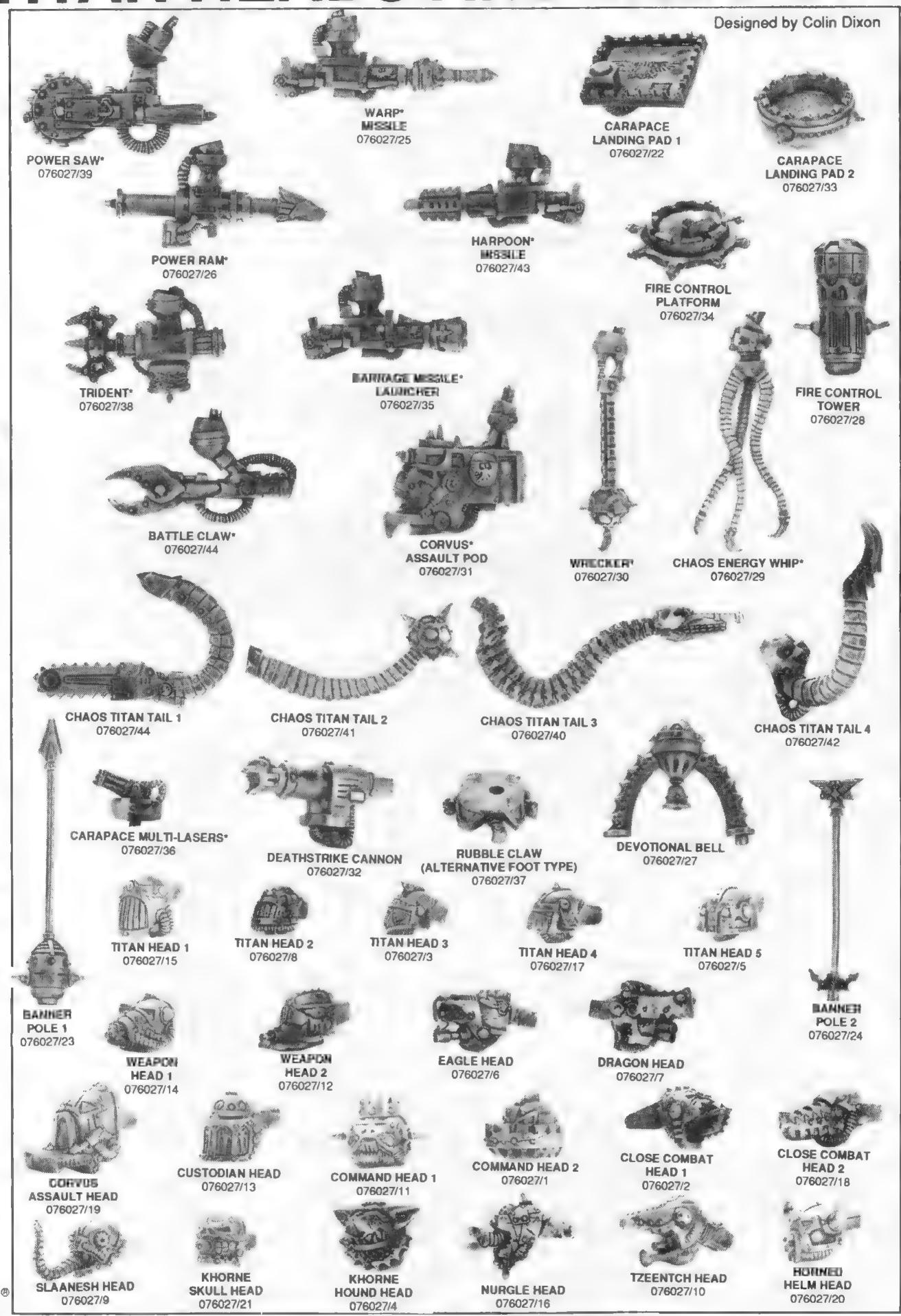
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117



CITADEL MINIATURES

TITAN HEADS AND WEAPONS





TURBO-LASER DESTRUCTOR 076015/4

VULCAN MAGA-BOLTER

076015/6

INFERNO GUN

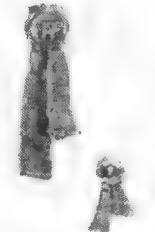
076015/5



PLASMA BLASTGUN 076015/6



MULTIPLE ROCKET LAUNCHER



DEVOTION SEALS 076015/11



POWER FIST 076015/18

CHAIN FIST

076015/16



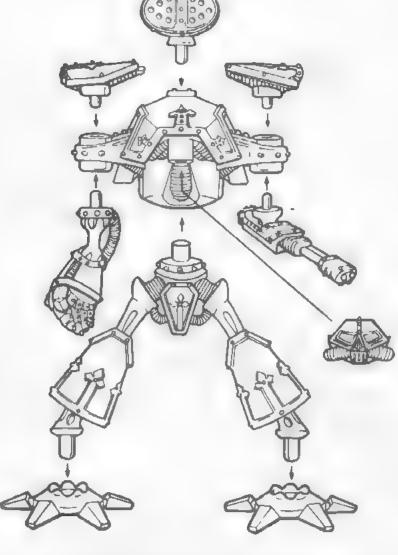
BHOULDER **GUARD 1**



076015/13



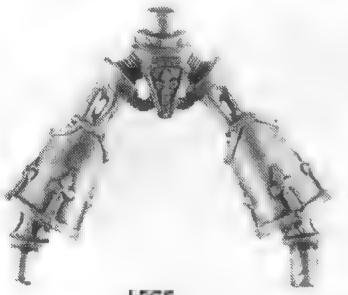
SHOULDER **GUARD 2** 076015/12



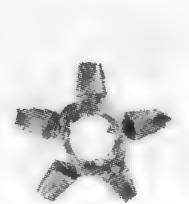
EACH COMPLETE REVER TITAN CONSISTS OF: 1 x CARAPACE 1 x LEGS 1 x HEAD 2 x FEET 2 x SHOULDER GUARDS 3 x WEAPONS 1 x DEVOTION SEALS YOU MAY CHOOSE TO HAVE A BANNER POLE INSTEAD OF ONE OF THE WEAPONS PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



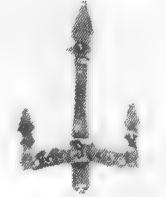
O76015/8



LEGS 076015/9



FOOT 076015/10



BANNER POLE 076015/19



THESE ARE EXAMPLES OF COMPLETE REVER TITANS







076015/5



076015/6



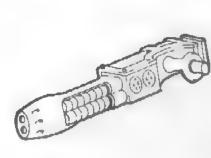
MULTIPLE ROCKET LAUNCHER 076015/14

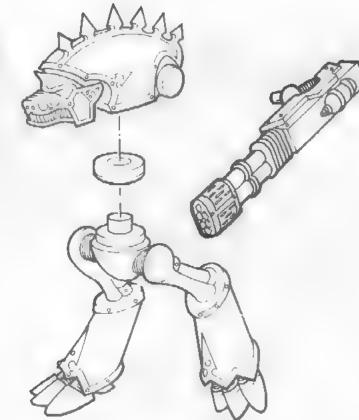


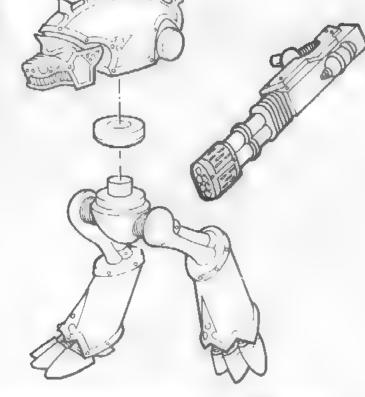
TURRIO-LASER DESTRUCTOR 076015/4



PLASMA BLASTOUN 070015%

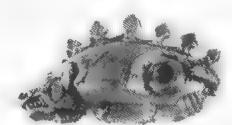








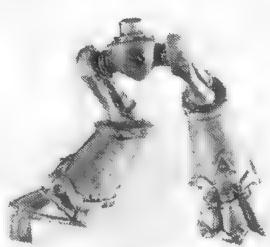
YOU REQUIRE WHEN ORDERING



HEAD AND TORSO 076015/2



CONNECTING RING 076015/3



LEGS 076015/1



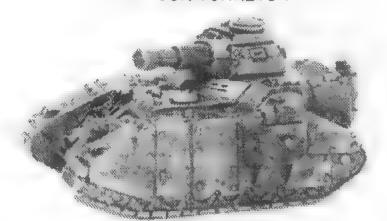
IMPERIAL TANKS & WAR MACHINES

THE COMPLETE BANEBLADE CONSISTS OF:

1 X BANE BLADE CHASSIS

1 x BANEBLADE TURRET

1 x SPONSON TURRETS 1



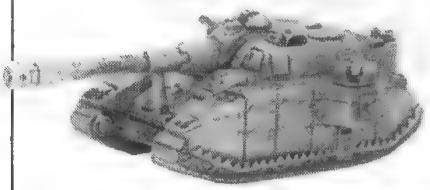
BANEBLADE SUPER HEAVY BATTLETANK

THE COMPLETE SHADOWSWORD CONSISTS OF:

1 x SHADOWSWORD CHASSIS

1 x VOLCANO CANNON

1 x SPONSON TURRETS 2



SHADOWSWORD SUPER HEAVY TANK DESTROYER

THE COMPLETE LEMAN RUSS CONSISTS OF:

1 x LEMAN RUSS CHASSIS

1 x LEMAN RUSS TURRET



LEMAN FIUSS BATTLE TANK

THE COMPLETE PREDATOR CONSISTS OF:

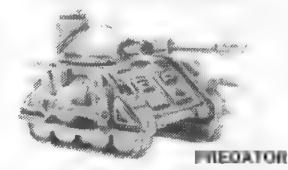
1 x PREDATOR CHASSIS

1 x PREDATOR TURRET

1 x LAS-CANNON SPONSONS

1 x PREDATOR LEFT SIDE

1 x PREDATOR RIGHT SIDE



THE COMPLETE WHIRLWIND CONSISTS OF:

1 x WHIRLWIND CHASSIS

1 x WHIRLWIND MULTI LAUNCHER

1 x WHIRLWIND SIDES



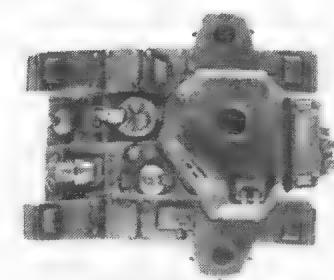
WHIRLWIND



DEPLOYED DROP POD



DROP POD 076078/1



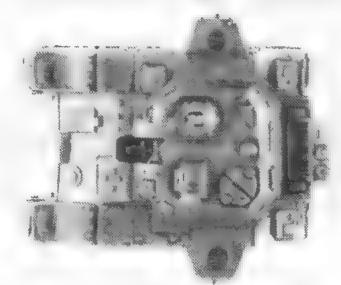
BANEBLADE CHASSIS 076054/1



BANEBLADE TURRET 076054/3



TURRETS 1 076054/2



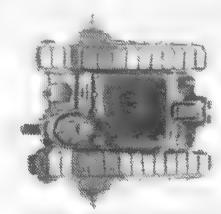
SHADOWSWORD CHASSIS 076054/4



VOLCANO CANNON 076054/5



SPONSON TURRETS 2 076054/6

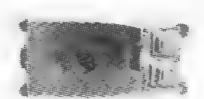


LEMAN RUSS CHASSIS 076041/7



LEMAN RUSS TURRET 076015/6





PREDATOR CHASSIS 076041/1



LAS-CANNON BPONSONS 076041/5



LEFT SIDE 076041/2

PREDATOR RIGHT SIDE 076041/3



WHIRLWIND CHASSIS 076066/9

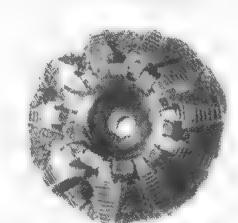


WHIRLWIND MULTI LAUNCHER 076066/10



WHIRLWIND SIDES 076066/8





DEPLOYED DROP POD SHELL 076078/2



076078/4



THE COMPLETE DEPLOYED DROP POD CONSISTS OF:

1 x DEPLOYED DROP POD SHELL

1 x CARGO

PLEASE STATE WHICH CARGO YOU REQUIRE

SUPPORT POD CARGO 076078/3



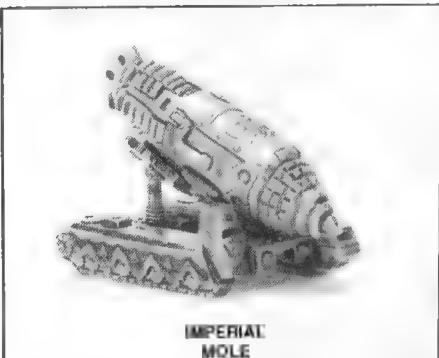
CARGO 076078/5

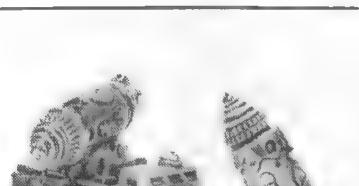


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IMPERIAL TANKS & WAR MACHINES



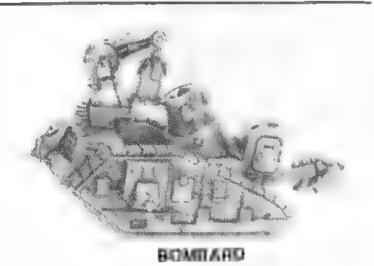


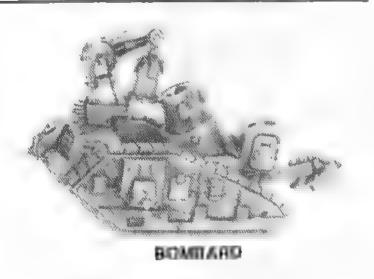
INDENDAL

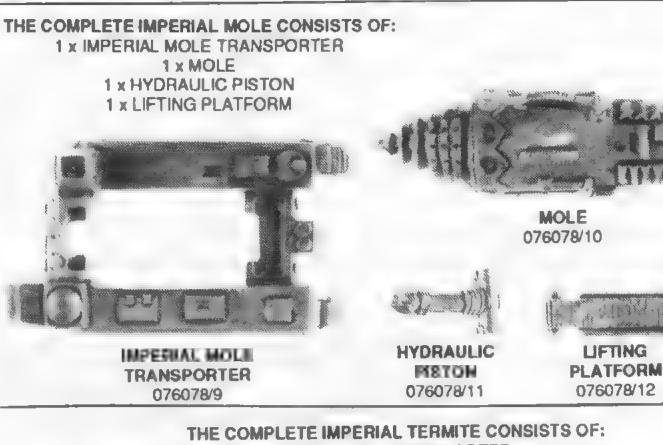


MANTICORE













TERMITE TRANSPORTER 076078/6

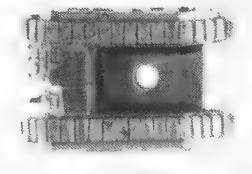


TERMITE 076078/7

THE COMPLETE MANTICORE CONSISTS OF: 1 x MANTICORE / BASILISK CHASSIS 1 x MANTICORE MULTI-LAUNCHER TYPE 1



MANTICORE MULTI-LAUNCHER TYPE 1 0.76066/6

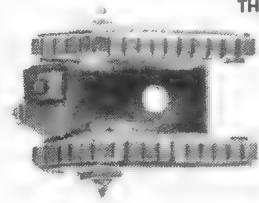


MANTICORE / BASILISK **CHASSIS** 076066/3

THE COMPLETE BASILISK CONSISTS OF: 1 x MANTICORE / BASILISK CHASSIS 1 x BASILISK CANNON TYPE 1



HASILISK CANNON TYPE 1 076066/4



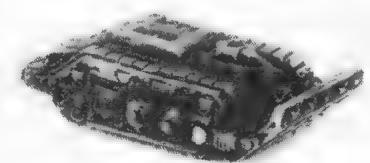
BOMBARD CHASSIS 076066/1



SIEGE MORTER 076066/2



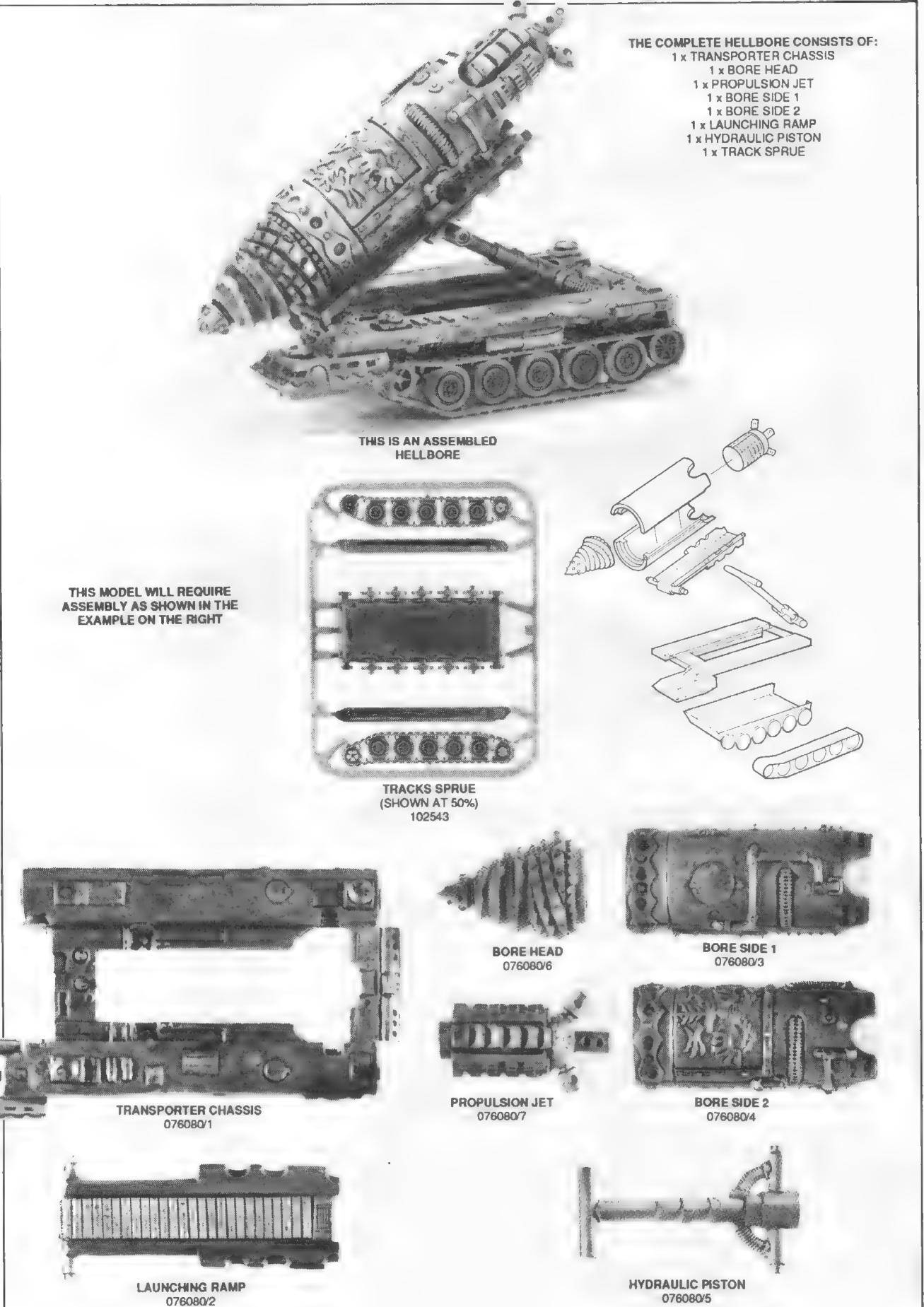
VINDICATOR Mark 2 076041/10



GORGON Mark 1 076041/11



GORGON Mark 2 076041/12

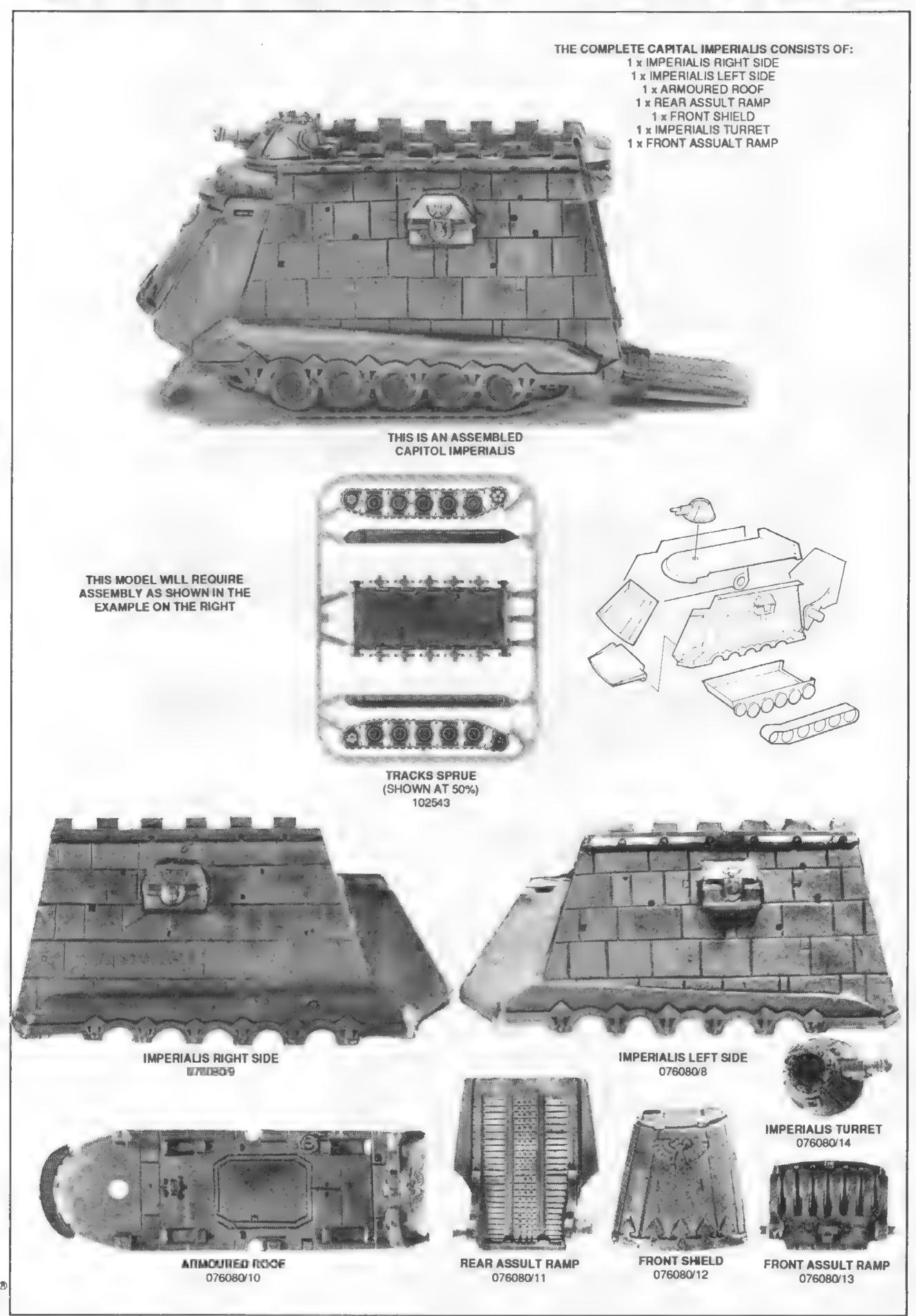


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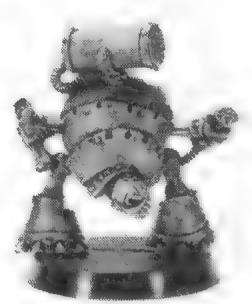
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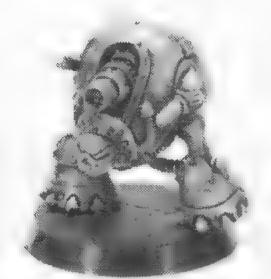


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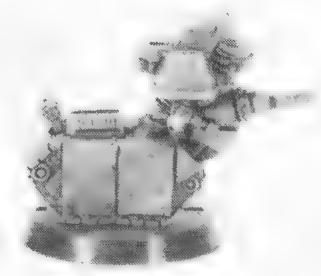
WARDENS



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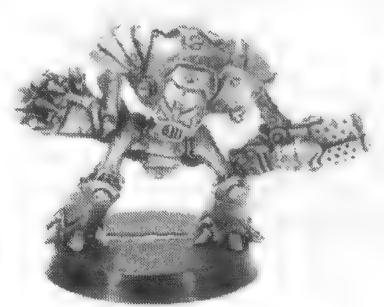


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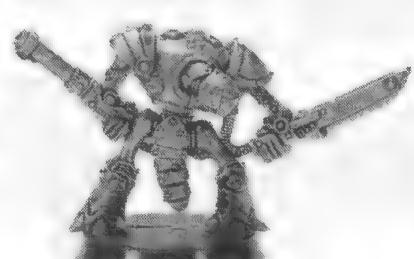


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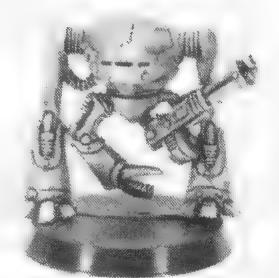
PALADINS



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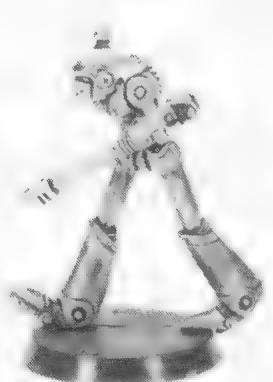


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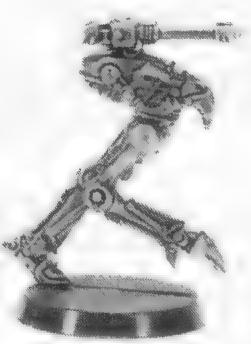
LANCERS



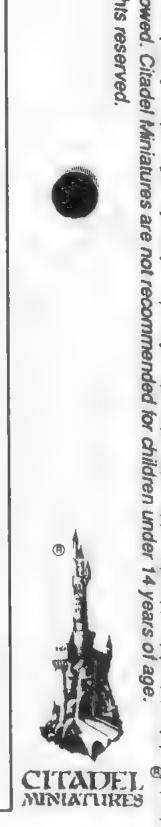
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LANCER 2 076100/6



LANCER 3 076100/4

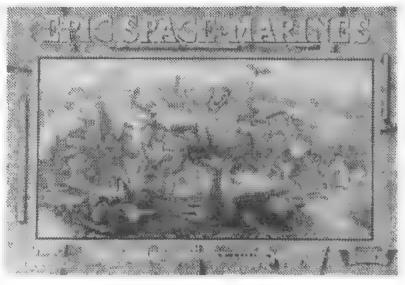


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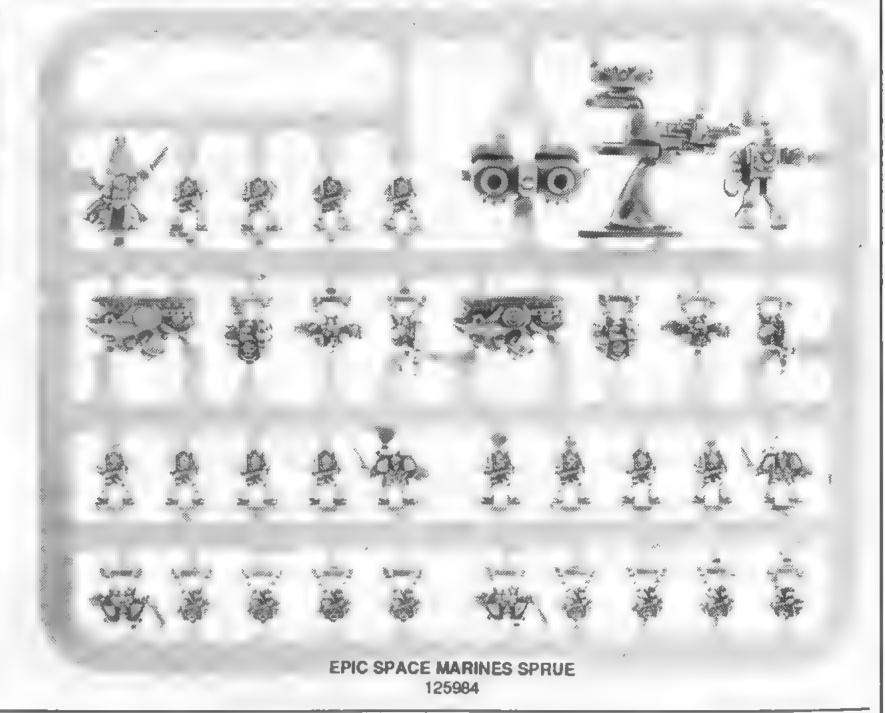
hts reserved.

EPIC IMPERIAL



This box set contains 10 of the highly detailed plastic sprues as shown on the right

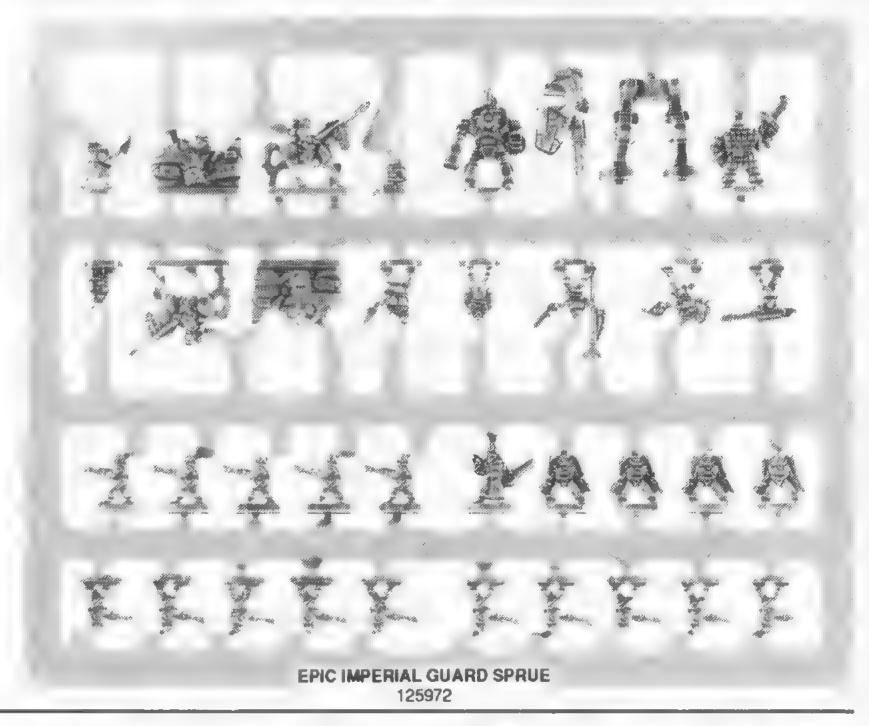
EPIC SPACE MAINE SPRUES
Each sprue contains the following:
1 Robot, 2 Marine captains, 2 Marines with
heavy weapons, 1 Marine commander,
20 Marines in mark 7 armour, 2 Marines
in terminator armour, 4 Marines with jump
packs, 2 Marine Bikers, 1 Landspeeder.





This box set contains 10 of the highly detailed plastic aprues as shown on the right

EPIC IMPERIAL GUARD SPRUES
Each sprue contains the following:
15 Imperial guardsmen, 4 Assult troops
with jump packs, 1 Imperial guard gunners,
1 Imperial commissar, 2 Ratting snipers/
infantry, 3 Beastmen, 1 Heavy weapon
guardsman, 1 Imperial guard officer,
1 Sentinel walker, 1 Robot, 1 Ogryn trooper,
2 Rough riders, 2 Imperial Guard Bikers.





ROBOTS

DREADNOUGHTS

Designed by

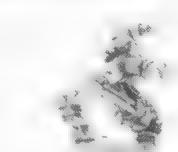
Alan Perry

COLOSSUS 076078/17

US 17

CONTEMPTOR CLASS WITH BANNER

076078/15



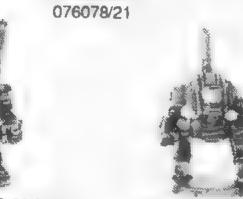
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CONQUEROR 076078/20

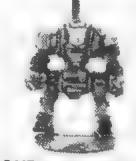


CASTELLAN 076078/18

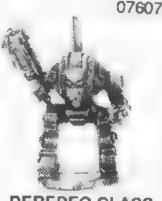


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FURIBUNDUS CLASS 076078/16

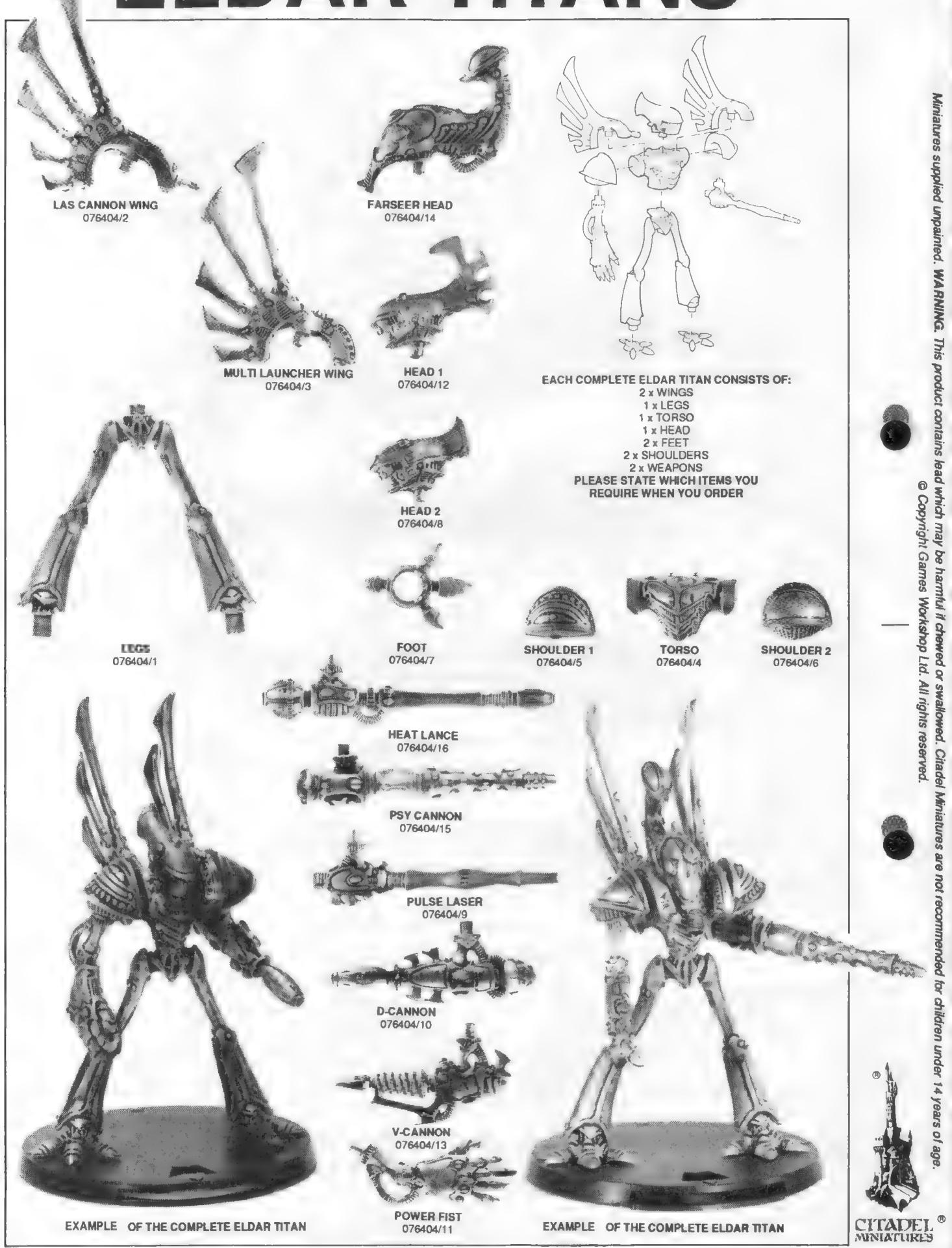


CONTEMPTOR CLASS 076078/14



DEREDEO CLASS 076078/13

ELDAR TITANS



CITADEL

EPIC ELDAR

TEMPEST GRAV TANK

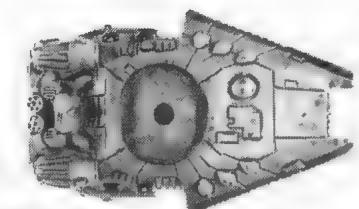


THE COMPLETE TEMPEST CONSISTS OF:

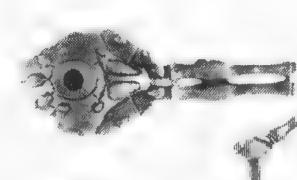
1 x TEMPEST CHASSIS

1 x TEMPEST LASER AND SHURIKEN

CANNON TURRETS



TEMPEST CHASSIS 076429/1



Designed by Jes Goodwin

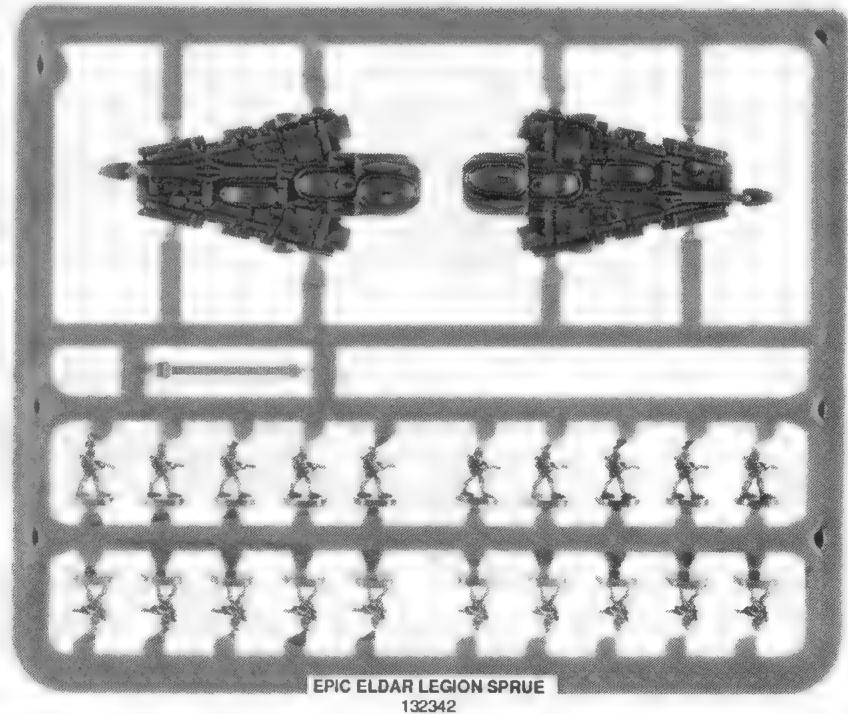
TEMPEST LASER AND SHURIKEN
CAMPON TURNETU
076429/2



EPIC ELDAR LEGION

This box set contains 8 of the highly detailed sprues as shown on the right







This box set contains 10 of the highly detailed sprues as shown on the right

EPIC ELDAR WAR HOST SPRUES
Each sprue contains the following:

2 Harlequins, 2 Striking scorpions, 2 Wraithguard,

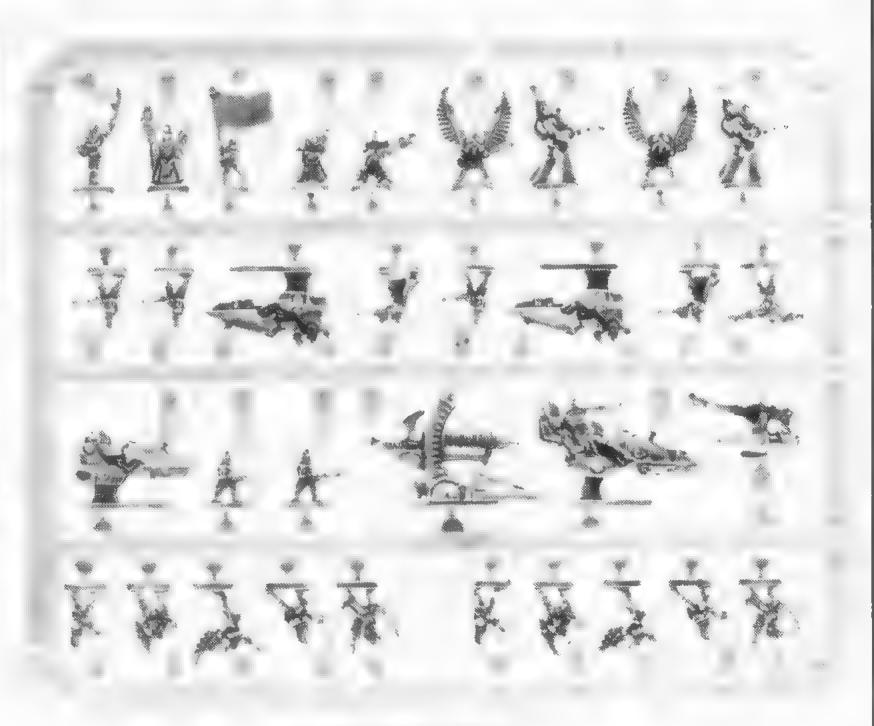
1 Warlock, 1 Assult jet bike, 5 Guardians, 2 Scouts,

2 Swooping hawks, 1 Guardian artillery crew,

1 Grav-mount vibro-cannon, 2 Exarchs, 1 Howling
banshee, 2 Guardians with heavy weapons,

3 Jetbikes, 2 Fire dragons, 2 Dark reapers,

2 Dire avengers, 1 Guardian standard bearer
and 1 Grav-mount artillery



EPIC ELDAR WAR HOST 102461



FANTASY GAMES

Games Workshop's Fantasy Games are specially designed to appeal to people looking for an introduction to the fantasy gaming hobby, and make great presents for your younger brother. Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest and Blood Bowl. In fact, you can use the models from these introductory games in any of the other Games Workshop hobby games.



SPACE FLEET

The Imperium of Man encompasses almost the entire galaxy, a glittering circle of stars nearly ninety thousand light years from rim to rim. For all its power, this mighty empire of untold billions of human beings is under constant threat from many hostile aliens. Fleets of powerful battlecruisers patrol the stars, warring with the alien ships they constantly encounter. Bristling with lasers, missile launchers and plasma cannon, an Imperial battlecruiser is a match for any vessel, even the sleek and powerful Eldar Wraithships that are their most common enemy.

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Gothic Battleships and 2 Eldar Wraithships), 6-piece space map game board, Helm Computer cards, Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

0686 Boxed Game (2-4 players aged 8-adult)

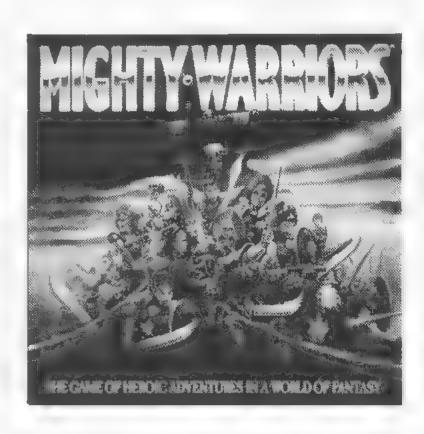
MIGHTY WARRIORS

Below the cities of humanity, underneath the deepest drains and sewers, Chaos Ratmen, also known as Skaven, rule a world of caverns and tunnels. They bring plague, fire and death to the prosperous cities of mankind.

Mighty Warriors is a game for two to four players. You can play either the forces of Chaos or a band of Heroic adventurers as they clash in underground battles. Your task is to defeat your opponent by capturing his command room, before he can capture yours!

Mighty Warriors contains 36 plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), army lists, magic charts, floor plan board tiles, clip-together doors, 4 dice and an easy to follow rules sheet.

0688 Boxed Game (2-4 players aged 8-adult)



THE GAME OF ALTIMATE MARKONS FROM THE AUT FUTURE

ULTRA MARINES

The Imperial Space Marine Scouts stalk through the dark and perilous corridors of the alien spacehulk. Each squad must be the first to retrieve the priceless alien artifacts and return them to their ship. In the heat of war, the Scouts cannot even count other Scouts as their friends. Their Chapter's honour depends upon finding the artifacts first. There is no time to ask for names or identification, and no one can be trusted.

Ultra Marines contains 20 plastic Citadel Miniatures (2 Space Marine Sergeants and 16 Space Marine Scouts), clip together playing board, Imperial Scout data cards, Event cards, artifact counter, hellfire counters, 3 dice and an easy to follow rules sheet.

0691 Boxed Game (2-4 players aged 8-adult)

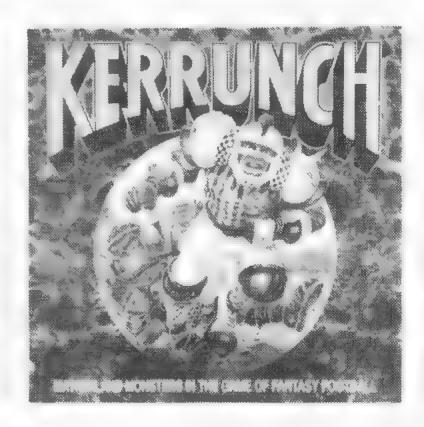
KERRUNCH

Kerrunch! The title says it all. This is the football game with a difference. Teams of heavily armoured Orcs, Dwarfs, Humans and Elves literally fight their way from one end of the pitch to the other to make those elusive Touchdowns.

The teams clash in a desperate bid to make it to the top of the league where they'll find everlasting fame and fortune. A combination of skilful play, luck and sheer brute strength make this the most exciting game of football you've seen in along time.

Kerrunch contains 24 plastic Citadel Miniatures, plastic footballs, plastic score markers, Team Roster cards, 6-part playing pitch, dug-out, 3 dice and an easy to follow rules sheet.

0690 Boxed Game (2 players aged 8-adult)



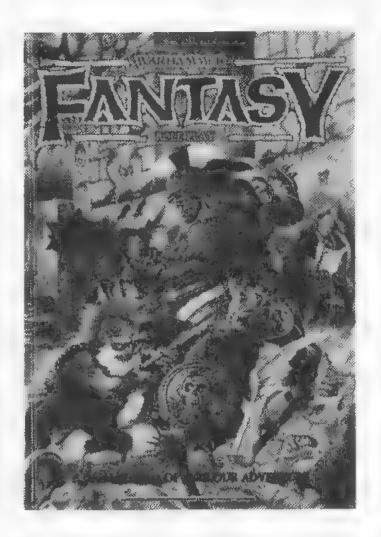
WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY RULEBOOK

The Old World is a vast and fertile place, filled with teeming cities, Elf-haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Tilea to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the North. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods.

Warhammer Fantasy Roleplay is a sophisticated open format game without a conventional board. The game is fully compatible with the huge range of Citadel and Marauder Miniatures. The actions and events take place in the imagination of the players and Gamesmaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Orcs and Goblins, and seeking to stem the insidious encroachments of Chaos. The Gamesmaster sets the scene for the players and directs the actions of the Old World's colourful inhabitants.

0020 Softback Rulebook (364 pages: 2 or more players aged 14 to adult)



THE ENEMY WITHIN CAMPAIGN



The Enemy Within Campaign is an epic extended adventure, comprising: Warhammer Adventure, Warhammer City of Chaos, The Restless Dead, Something Rotten in Kislev and Empire in Flames. Each volume is completely self-contained – you don't need to own the early books to be able to play and enjoy the later adventures.

Warhammer Adventure is all you need to start playing Warhammer Fantasy Roleplay in the Old World. It contains three adventures, launching an epic campaign against the forces of Chaos. It also includes handouts, a large full colour poster map of the Western Empire backed with a colour map of the town of Bögenhafen, a rules supplement about river travel and a large Castle plan and area map.



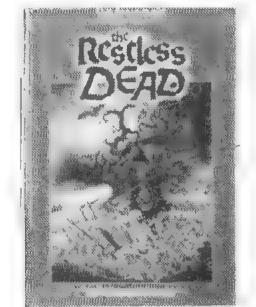


Warhammer City of Chaos contains both a detailed guide to Middenheim, the greatest of the Empire's City States, and an exciting adventure set in the city. This book comes complete with maps, a 20 page pull-out section containing player handouts and character reference notes, and a large full colour map of the City.

0039 Softback Supplement (210 pages)

The Restless Dead includes 24 pages of new combat rules, spells and magic items. It provides a set of seven mini-adventures which can be played as one-offs or linked together into a self-contained campaign. It also includes The Grapes of Wrath, a scenario linking Warhammer Adventure and City of Chaos.

0026 Hardback Supplement/Rulebook (104 pages)



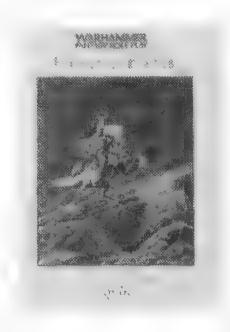
Something Rotten In Kislev contains background information on the nation of Kislev and three complete roleplaying adventures, with a colour floorplan and numerous player handouts.

0028 Hardback Supplement (144 pages)

Empire In Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.

0030 Hardback Supplement (152 pages)







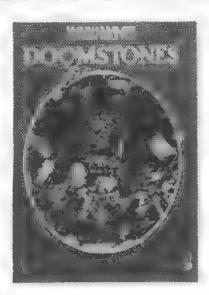
FLAME PUBLICATIONS

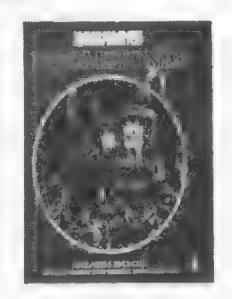
Flame Publications publish a range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battle against armies of Skeletons; from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses; from advanced game rules to new spells and artifacts.

THE DOOMSTONES CAMPAIGN

The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained – you don't need to own early books to be able to play and enjoy the later adventures.









Fire in the Mountains: The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

0016 Softback Adventure Supplement (104 pages)

Blood in Darkness: The century-old path of a renegade Orc warchief leads through the foothills of the Vaults Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second crystal of power. Finding the shrine is just the beginning — beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.

0017 Softback Adventure Supplement (80 pages)

Death Rock: The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf-Mage Yazeran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attack. And to succeed, they must first solve the puzzle that Yazeran left behind.

0018 Softback Adventure Supplement (80 pages)

Dwarf Wars: A lost Dwarfhold has been found: Kadar-Gravning, Hold of legendary Hagrim, a Dwarf-King without equal. To the Dwarfs there is no greater symbol of rulership than Hagrim's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

0019 Softback Adventure Supplement (104 pages)

WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Contains four complete adventurers, plus articles presenting new character careers, spells, magical items and advanced rules, and a special section devoted to Jack Yeovil's Warhammer novel, Drachenfels.

0035 Softback Rulebook/Adventure Supplement (96 pages)

LICHEMASTER

Fisteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead army masses among the peaks. How can they be stopped?

Lichemaster is a mini-campaign for Warhammer Fantasy Roleplay that sees the adventurers trying to stop the terrible armies of the dead.

0003 Softback Adventure Supplement (104 pages)

DEATH'S DARK SHADOW

The village of Kreutzhofen stands at the convergence of the great mountain passes leading to Brettonia and the Border Princes. Groups of young adventurers travel through here by river, forest trail or mountain pass. The villagers seem content, but behind shuttered window lurk dark secrets...

Death's Dark Shadow is a thrilling adventure for Warhammer Fantasy Roleplay that pits the adventurers against all manner of strange people and problems.

0037 Softback Adventure Supplement (128 pages)



TALISMAN



Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Priest, Samurai, or one of a dozen other characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

The journey will be filled with danger - monsters, traps and evil beings are waiting to defeat your Characters. With skill and luck you will survive to find the greatest treasure of them all: the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include a full colour board depicting the Kingdom that is the setting for your adventures, 14 characters and over 100 adventure cards detailing the monsters, treasures and strangers you meet on your travels. It is supported by a full range of boxed supplements, many of which include new boards to expand your adventures beyond the Kingdom and which link to the main board. They take you right across the land - into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

0206 Boxed Game (2-6 players aged 9-adult)



TALISMAN EXPANSION

The Talisman Expansion set contains new characters, spells, events, followers and objects to expand the options available to your characters in their Quest.

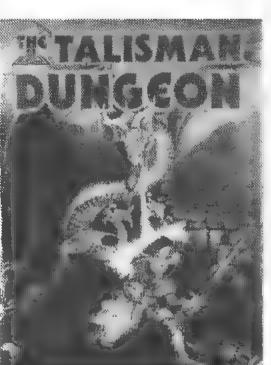
0207 Boxed Supplement (Talisman is required to use the contents of this box)



TALISMAN ADVENTURE

Talisman Adventure introduces 5 new endings for the game. Instead of the Crown you may find the Demon Lord, Pandora's Box, the Dragon King, Hercules' Belt, or even the Black Void. This set also contains over 60 new adventure cards, as well as 6 character sheets to keep track of your possessions.

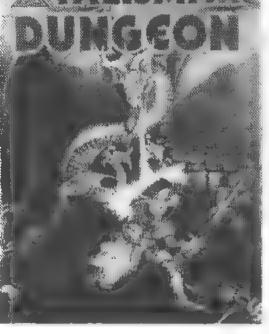
0208 Boxed Supplement (Talisman is required to use the contents of this box)



TALISMAN DUNGEON

Talisman Dungeon takes your adventure into the realms of the underearth. The box contains a new board, 36 dungeon adventure cards, plus 14 new characters who wish to take part in the quest.

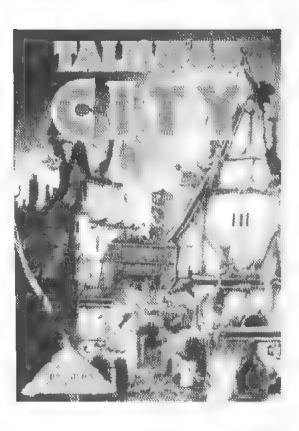
0209 Boxed Supplement (Talisman is required to use the contents of this box)



TALISMAN TIMESCAPE

Talisman Timescape flings the characters through space and time in search of the Crown of Command. Talisman Timescape contains a new board, 40 Timescape encounter cards, 12 purchase cards, plus 8 new characters including a Space Marine and Chainsaw Warrior.

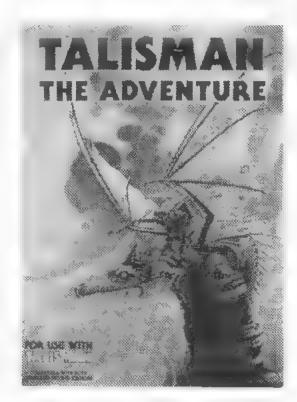


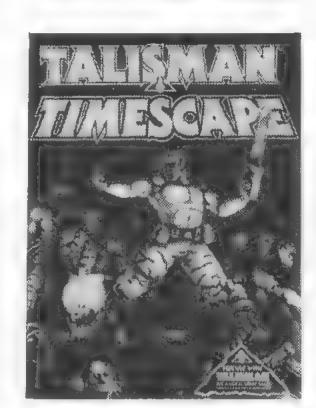


TALISMAN CITY

Talisman City takes your characters into the bustling centre of the Talisman world. Talisman City contains a new board, dozens of new adventure cards, spells and objects, plus rules for new careers for your characters.

0212 Boxed Supplement (Talisman is required to use the contents of this box)







DUNGEONQUEST



Dare you face the Dragon's challenge?

The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wyrm's Crag, were abandoned long ago. Memories of the vile deeds of the wizard T'Siramen have faded like a half-remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons, while a terrifying shadow stirs in sleep...

Dungeonquest is a thrilling fantasy game for 1-4 players. Riches, fame and glory await the hero who overcomes the dungeon's monstrous inhabitants and finds the Dragon's fabled hoard. But beware the setting of the sun, for if nightfall finds you still within the dungeon's maze, there is no escape.

Dungeonquest includes 115 room tiles to map the castle's dungeon, 68 full colour counters, 174 cards depicting the dungeon's inhabitants, traps and treasures, 4 full-colour character sheets, 4 plastic Citadel Miniatures, plastic playing tokens, dice, and an easy to follow rulebook.

0232 Boxed Game (2-4 players aged 8-adult)

HEROES FOR DUNGEONQUEST

Inside Dragonfire Castle, the Dragon waits hungrily. It has not eaten for some time. It seems that the adventurers are no longer brave enough to enter the castle's dungeons. What we need around here is some new blood...

Heroes for Dungeonquest is a metal miniatures-based expansion set for Dungeonquest. Inside are 12 more foolhardy adventurers, ready to see if they can reap profit from a visit to the castle dungeons. They are:

Ironhand the Mighty - a resilient gladiator with all-round skills.

Thargrim the Dark Lord - a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation

Tori-Jima - a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.

Rildo the Crafty – a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.

Helena the Swift - armed with a slingshot and capable at moving at twice the speed of her fellows.

Serellia of Zimendell - Accompanied by her familiar, Flame Bright, and equipped with her Sun Orb and Healing Salve.

Fyyll Madaxe - the Dwarf berserker.

Azoth the Faceless – the sorcerer with 6 spells.

Plus Sir Roland, Vikas Swordsmaster, Seigfried Goldenhair and Farendil.

Heroes for Dungeonquest contains 12 metal Citadel Miniatures, character sheets for the new adventurers, 6 new combat cards, 6 spell cards, 8 magic ring cards, 2 special equipment cards, plastic tokens and a ten-sided dice.

0240 Boxed Supplement

(Dungeonquest is required to use the contents of this box. Contains lead miniatures which may be harmful if chewed or swallowed. Not recommended for children under 14 years of age.)



DUNGEONQUEST CATACOMBS

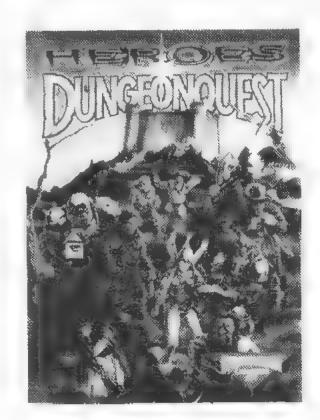
A strange rumour is spreading through the land, drawing even more adventurers to explore the deadly dungeons under Dragonfire Castle. A rumour speaks of an ancient maze of dark, dank catacombs which run far beneath the dungeons themselves. For those brave enough to use them, the catacombs offer a short cut to the Dragon's Lair – but only if a way out can be found...

Dungeonquest Catacombs adds a new level of excitement to the Dungeonquest game. This expansion set includes full rules and components for venturing into the dread catacombs, as well as new traps, monsters, treasures and room tiles for you to encounter in the normal dungeon.

Dungeonquest Catacombs contains 32 catacomb cards, 5 entrance tiles, 4 direction counters, 11 Magic Amulet cards, 10 Snotling counters, 20 new room tiles, 12 new room cards, 12 new search cards, 2 new crypt cards, 2 new trap cards, 8 new treasure chamber counters, a rulebook and a tensided dice.

0241 Boxed Supplement

(Dungeonquest is required to use the contents of this box)



PAINT SETS AND BRUSHES

Citadel paints and inks give you a wide variety of colours and shades specially chosen for painting Citadel's plastic and metal miniatures and kits. You can buy the paints separately to build up your collection and replace often-used tones, or in boxed sets which contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, highlighting and glazing your models. Used with Citadel's high quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, from Blood Bowl teams to Epic scale Land Raiders, giant Titans to Skaven Warriors.













Citadel Colour Paint Set Skull White

Chaos Black
Blood Red
Bronzed Flesh
Woodland Green
Enchanted Blue
Sunburst Yellow
Mithril Silver
Shining Gold

0882 Paint Set

Creature Paint Set

Rotting Flesh
Goblin Green
Elf Grey
Worm Purple
Hobgoblin Orange
Orc Brown
Spearstaff Brown
Swamp Brown
Chainmail

0883 Paint Set

Monster Paint Set

Brazen Bronze
Bilious Green
Ghoul Grey
Bestial Brown
Electric Blue
Red Gore
Imperial Purple
Moody Blue
Titillating Pink

0884 Paint Set

Space Marine Paint Set

Bolt Gun Metal
Salamander Green
Salamander Black
Ultramarine
Marine Dark Blue
Space Wolf Grey
Blue Grey
Blue Grey
Blood Angel Orange
Terracotta
Painting Guide

0881 Paint Set

Ork and Eldar Paint Set

Tin Bitz
Striking Scorpion Green
Bad Moon Yellow
Go Fasta Red
Ork Flesh
Snake-Bite Leather
Fire Dragon Crimson
Hawk Turquoise
Bleached Bone

0886 Paint Set

Expert Ink Set Red Ink Orange Ink Yellow Ink Green Ink Blue Ink Purple Ink Brown Ink

0885 Paint Set

Chestnut Ink

Black Ink

PAINT SETS

Citadel Colour Paint Set

This set of paints contains all of the basic colours you will need to start painting your miniatures, including 2 high-quality metallic paints ideal for armour and weapons.

Creatures Paint Set

This set expands the number of colours available for toning more detailed paintwork. The set includes special colours such as Goblin Green and Rotting Flesh which are vital to your collection.

Monster Paint Set

These paints give you the chance to use advanced toning and highlighting techniques.

Space Marine Paint Set

This set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains base and highlight colours and a painting guide for 4 of the greatest Space Marine Chapters.

Ork and Eldar Paint Set

Like the Space Marine Paint Set, this set is designed especially for Warhammer 40,000 miniatures. The colours in this are chosen to provide useful shades for painting your Ork and Eldar miniatures.

Expert Paint Set

The inks in the Expert set are ideal for shading and blending when mixed with Citadel Paints, or for washes and glazes on their own.

Smelly Primer

Smelly Primer is specially formulted for undercoating Citadel Miniatures, and provides an ideal base for the other paints.

BRUSHES

Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting. Citadel Brushes come in a range of sizes from 000 for fine detail work, through the medium sizes used for shading and blending, up to size 3 for painting large areas.

GLUE

Citadel Glues are specially formulated to stick together metal and plastic models and kits.

Superglue is used to stick together metal miniatures and for attaching plastic components to metal miniatures.

Polystyrene Cement is used for plastic kits and miniatures. It is not suitable for metal models.

GAMES WORKSHOP DICE

Games Workshop's range of dice are ideal for all of our games and come in a variety of colours. You can choose from two styles of basic numbered dice – inked or gem, or special scatter dice.

Inked dice are made of traditional opaque plastic, and have inked numerals that make them easy to read in the heat of battle.

Gem dice are, as their name suggests, made from transparent, tinted plastic. Like inked dice, they have easy-to-read numerals.

Games Workshop scatter dice are from the new Space Marine game, and are specially designed to determine how grenades or missiles scatter when they miss.

Inked Dice	Gem Dice
Inked D4	Gem D4
Inked D6	Gem D6
Inked D8	Gem D8
Inked D10	Gem D10
Inked D12	Gem D12
Inked D20 (0-9 twice)	Gem D20 (0-9 twice)
Inked D20 (1-20)	Gem D20 (1-20)

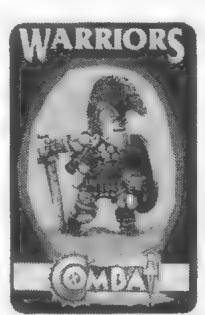


COMBAT CARDS

Citadel Combat Cards are a series of collectable card games and painting guides for a wide range of Citadel Miniatures. Each Combat Card has a full-colour photograph of one of Citadel's world-famous miniatures, painted by an expert miniature painter, plus all the information for a whole range of games you can play with the cards. Each pack comes with rules for the basic game, plus there's a different bonus advanced game in every pack!

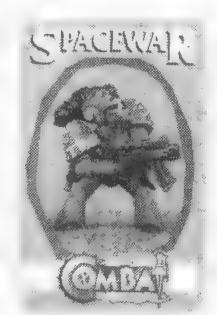












Combat Cards 0551 (35 cards per pack. 2 or more players ages 8-adult)

TROLL GAMES

Games Workshop Troll Games are especially designed for younger players, of ages 7 and up.

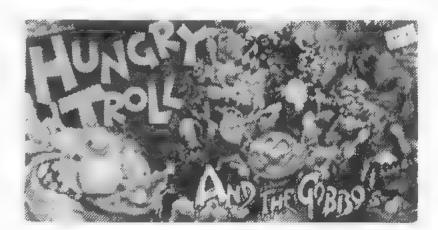
Each game also comes with a different Silly Songs Tape to sing along to as you play.

Squelch	0683
Oi, Dat's my Leg	0681
Trolls in the Pantry	0684
Hungry Troll and the Gobbo's	0682









WARHAMMER FANTASY NOVELS

Warhammer Fantasy Novels are set in the richly detailed Old World that is the background to all of our fantasy games. These carefully plotted and interwoven stories are true to the spirit and atmosphere of their setting and are subtly intermeshed so that the characters in one story often pop up in many others. Anyone who plays our games will recognise many of the places and people mentioned. Of course, even if you don't know anything about the Old World, the stories can still be read as exciting and thrilling adventures in their own right.

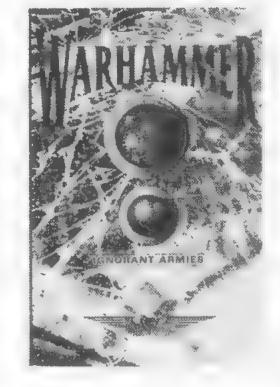


DRACHENFELS

By Jack Yeovil

Drachenfels is the story of Detlef Sierck, the Old World's greatest living playwright. When he decides to stage a play based upon the defeat of the evil sorcerer Drachenfels he doesn't expect that an echo of the power of the long-dead enchanter will make itself heard so loudly.

0501 Deluxe format paperback 256pp



IGNORANT ARMIES

8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.

Gotrek the Trollslayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann Van Mecklenberg, Baron and swordsman who ventures into the Chaos Wastes with his mentor, Vukotich.

0502 Delueee format paperback 256pp

BEASTS IN VELVET

By Jack Yeovil

A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chaos? And can the beast's reign of bloody terror be ended before the Empire collapses in flames?

0525 Deluxe format paperback 288pp



WOLF RIDERS

8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.

Felix and Gotrek continue their adventures, journeying into the Border Princes. There's a prequel to Drachenfels and a first appearance for Sam Warble – Halfling Investigator on the trail of the Tilean Rat.

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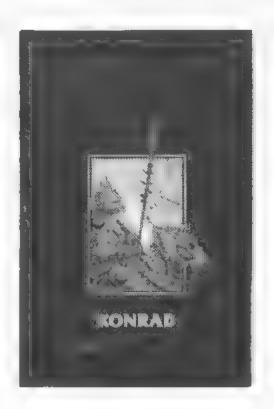
RED THIRST

A collection of 6 fantasy short stories.

Jack Yeovil teams up Vukotich the Mercenary and Genevieve, the vampire heroine of Drachenfels.

William King tells another of Felix and Gotrek's adventures. And Steve Baxter reveals a second case from the files of Sam Warble.

0507 Deluxe format paperback 256pp



KONRAD

By David Ferring

Konrad's home village is destroyed by a marauding Chaos Warband. He joins forces with a mercenary called Wolf and travels north to Kislev to begin his epic quest for vengeance and the secret of his mysterious past.

0505 Deluxe format paperback 256pp



SHADOW SEED DAYE PROPERTY.

SHADOWBREED

By David Ferring

In the 2nd book in the Konrad trilogy it becomes more apparent that Konrad is linked to the obscure machinations of the Chaos Powers in ways he cannot understand. Meeting the wizard Litzenreich, Konrad gets drawn into the plots of the Skaven Ratmen and finds himself fighting for his life.

0509 Deluxe format paperback 256pp

WARHAMMER FANTASY NOVELS



ZARAGOZ

By Brian Craig

The first in a series of linked novels, Zaragoz tells the story of the fate of the Estalian kingdom of that name. The hero and narrator of the story, Orfeo, becomes involved in political intrigue, the mysterious plans of the Chaos Powers, and uncovers a story of corruption and betrayal.

0503 Deluxe format paperback 256pp



PLAGUE DAEMON

By Brian Craig

The second of Orfeo's tales is set in the Border Princes and deals with the desperate struggles between Hermis Detz, a hardened veteran of the border guard, and the plaguebearing forces of Chaos which threaten to engulf and lay waste to his homeland.

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STORM WARRIORS

By Brian Craig

The last of Orfeo's tales shifts to Albion and the Isle of Morien. King Herla of Plenydd allows a band of ship-wrecked Elves to settle in his kingdom. Their malevolent nature slowly becomes apparent, and the king and his bard, Trystan, are forced to fight for their very lives.

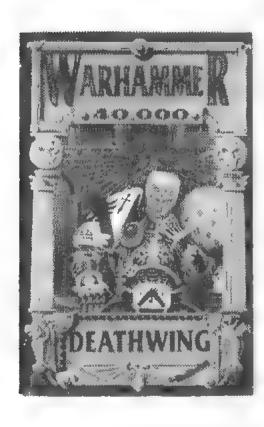
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WARHAMMER 40,000 NOVELS

Warhammer 40,000 novels are set in the nightmare future of the 41st millennium. The universe is a hostile place, and the galaxy-spanning Imperium of Man is under constant threat from all directions. There are alien forces that would enslave or destroy mankind if they could. Wars rage over airless planets, in the city-bottoms of hive-worlds and within the Imperium itself. From the dark regions of warpspace, chaotic entities spin webs to ensnare the weak and beguile the innocent. Only the superior psychic mind of the Emperor shields mankind from certain extinction.



DEATHWING

An anthology of 8 short stories from Ian Watson, William King, Storm Constantine and others.

Deathwing tells of the origins of the Terminator company of the Dark Angels.

Warped Stars is a story of the horrors of Daemonic possession, while The Alien Beast Within tells how Mch'Lindi – the svelte assassin heroine of Inquisitor – first acquires and tests one of her most awesome powers.

0511 Deluxe format paperback 288pp



INQUISITOR

Inquisitor takes us from the purging of the Genestealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and even to the Emperor's throne. Inquisitor Jaq Draco must discover who's behind a plot that threatens the future of the Imperium and humanity itself.

0521 Deluxe format paperback 288pp

DARK FUTURE NOVELS

Warhammer Dark Future novels are set in the near future of an alternate universe. The US of A is in the final throes of the twentieth century. Climatic catastrophe has devastated the land. The economy, civilisation, and even the laws of nature are falling apart. Contrast the fortress city-states of the corporate-owned Policed Zones with the decaying wilderness prowled by the tribalistic gangcults of the new millennium. North America is a sand-blasted battlefield between the gangcults and a new breed of legalised killer - the Sanctioned Operative.



ROUTE 666

9 short stories of the ultimate in cybergoth fiction.

Introducing Kid Zero – the loneliest of lone wolves – and setting the stage for the showdown between Jazzbeaux Bonney and the immortal cult leader Nguyen Seth.

Also includes stories from William King, Neil Jones, Eugene Byrne and Neil McIntosh.

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GHOST DANCERS

By Brian Craig

Gen-Tech, one of the most powerful corporations, has lost a computer disk. A very valuable disk. And now everyone wants it.

It has fallen into the hands of Kid Zero and his companion, Lady Venom, a 6-foot rattlesnake. But the Kid doesn't want money or power. The Kid wants revenge...

0520 Deluxe format paperback 256pp

DEMON DOWNLOAD

By Jack Yeovil

Sister Chantal Juillerat, papal agent extraordinary, faces her greatest challenge. The nubile assassin is up against the powers of darkness — from within his fortress-temple, the immortal Nguyen Seth plots the apocalyptic climax to a conspiracy older than the human race.

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COMEBACK TOUR

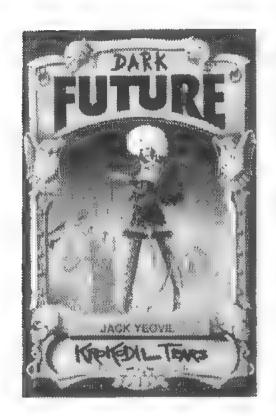
By Jack Yeovil

It's 1998 and Elvis is alive. His musical career behind him, he's now the toughest Op in the south.

But can the King stop the evil madman Nguyen Seth from gaining control of the near-obsolete system of orbital weapons and destroying the earth?

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KROKODIL TEARS

By Jack Yeovil

Jessamyn Bonney, alias Jazzbeaux, alias Krokodil. Juvenile delinquent, cyborg killer, and now a pawn of an extra-dimensional entity beyond human understanding. A hard person to kill.

But Elder Nguyen Seth, plotting to bring about the Apocalypse, wants Jessamyn dead and is prepared to hire the most ruthless assassins money can buy.

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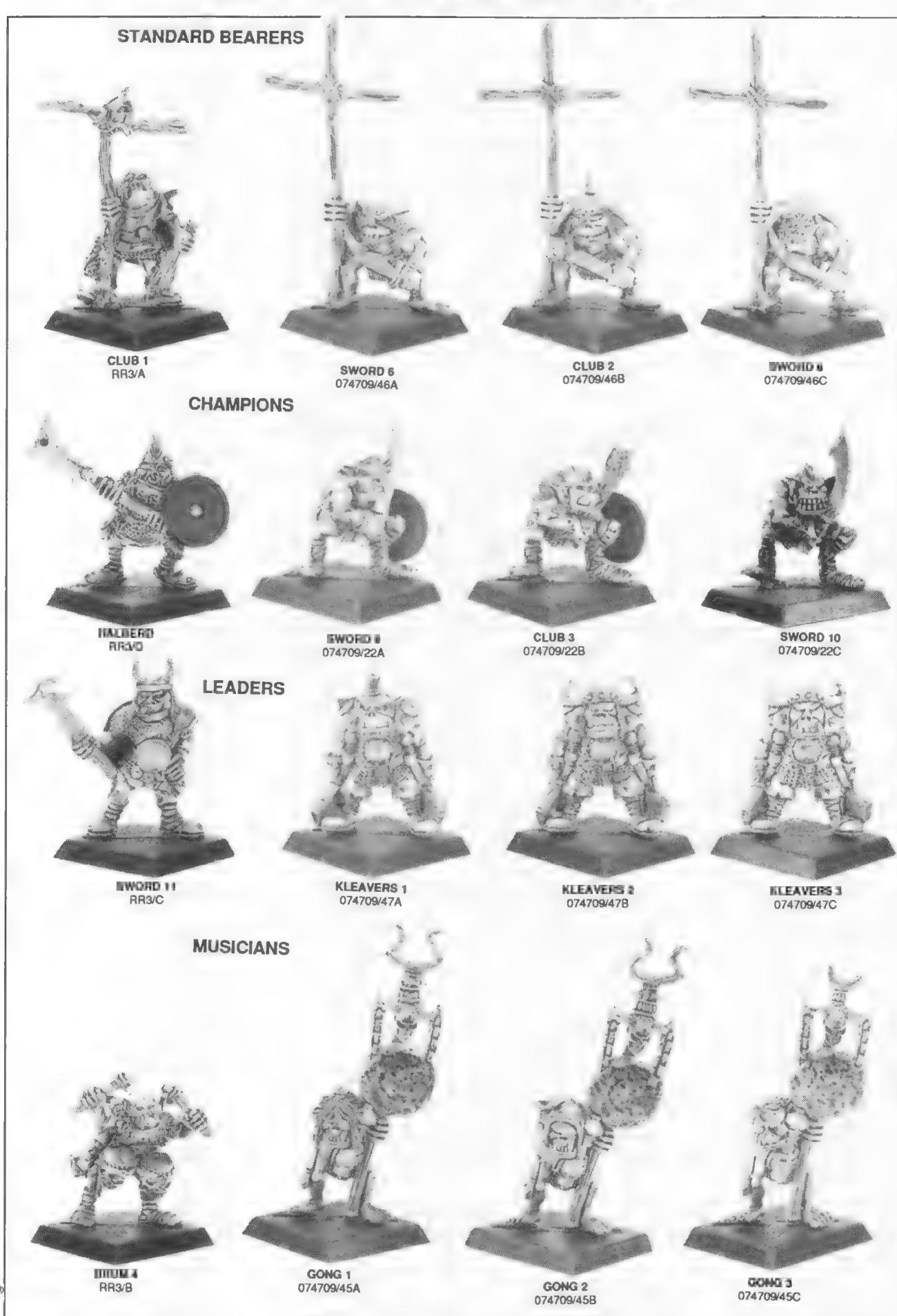


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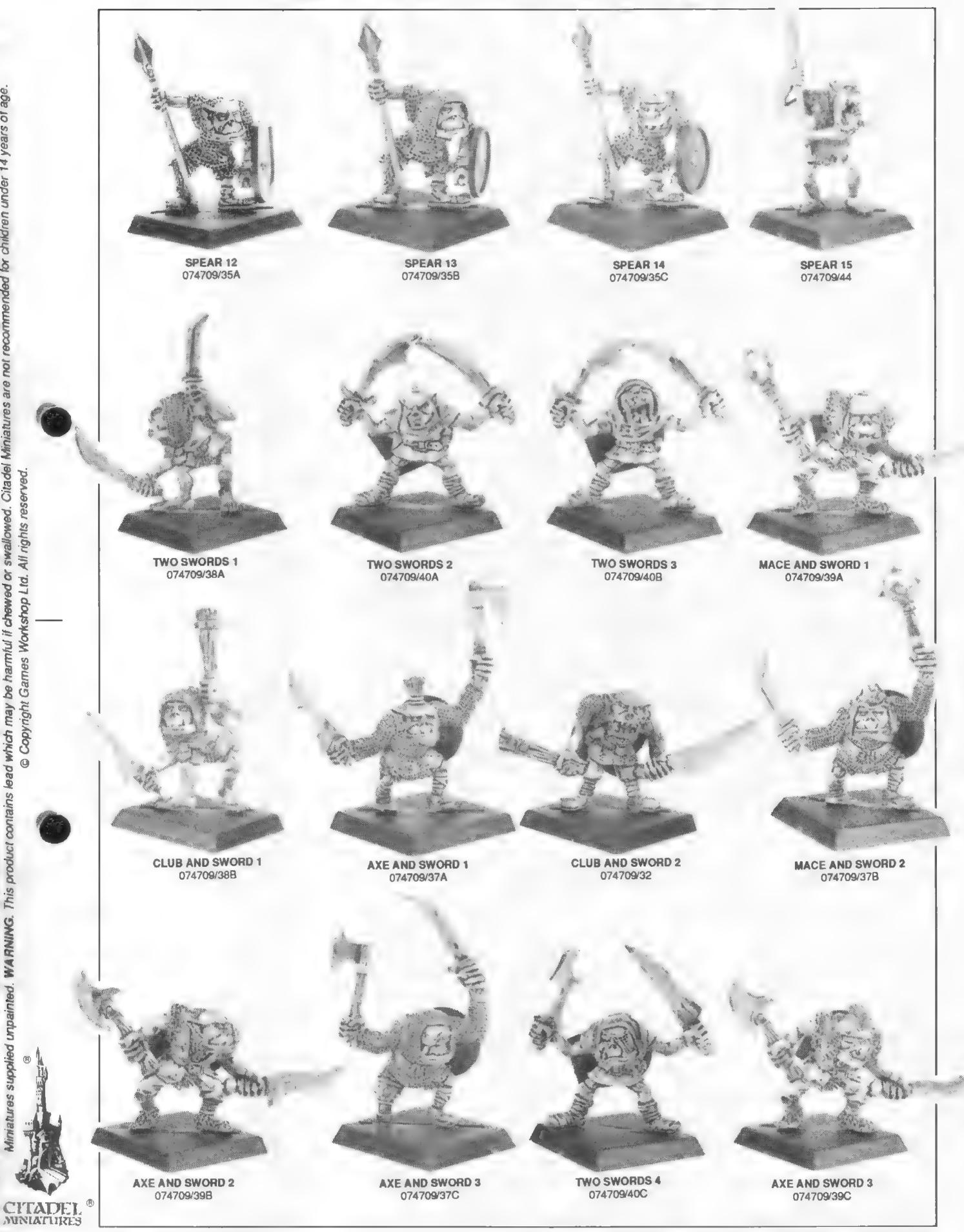
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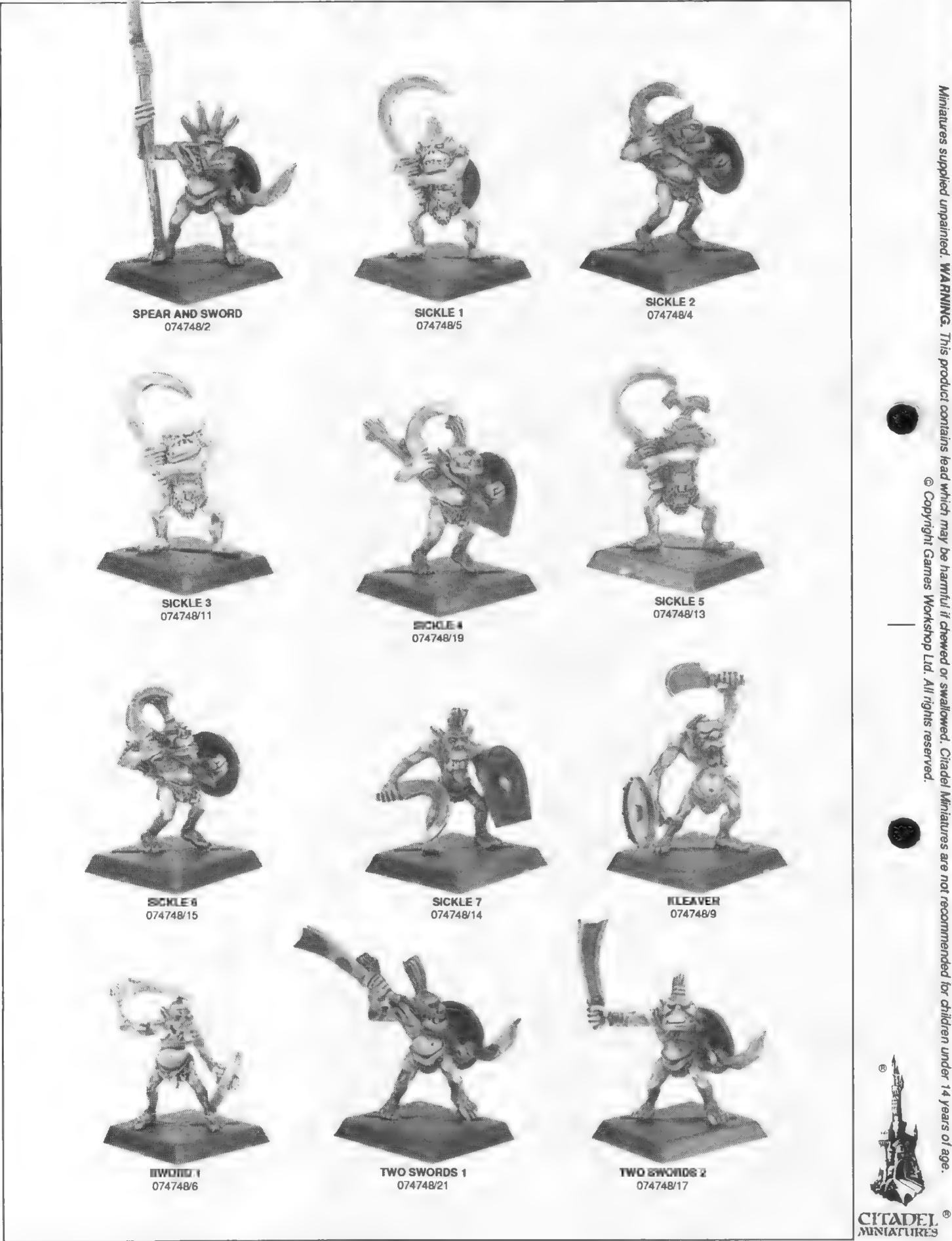
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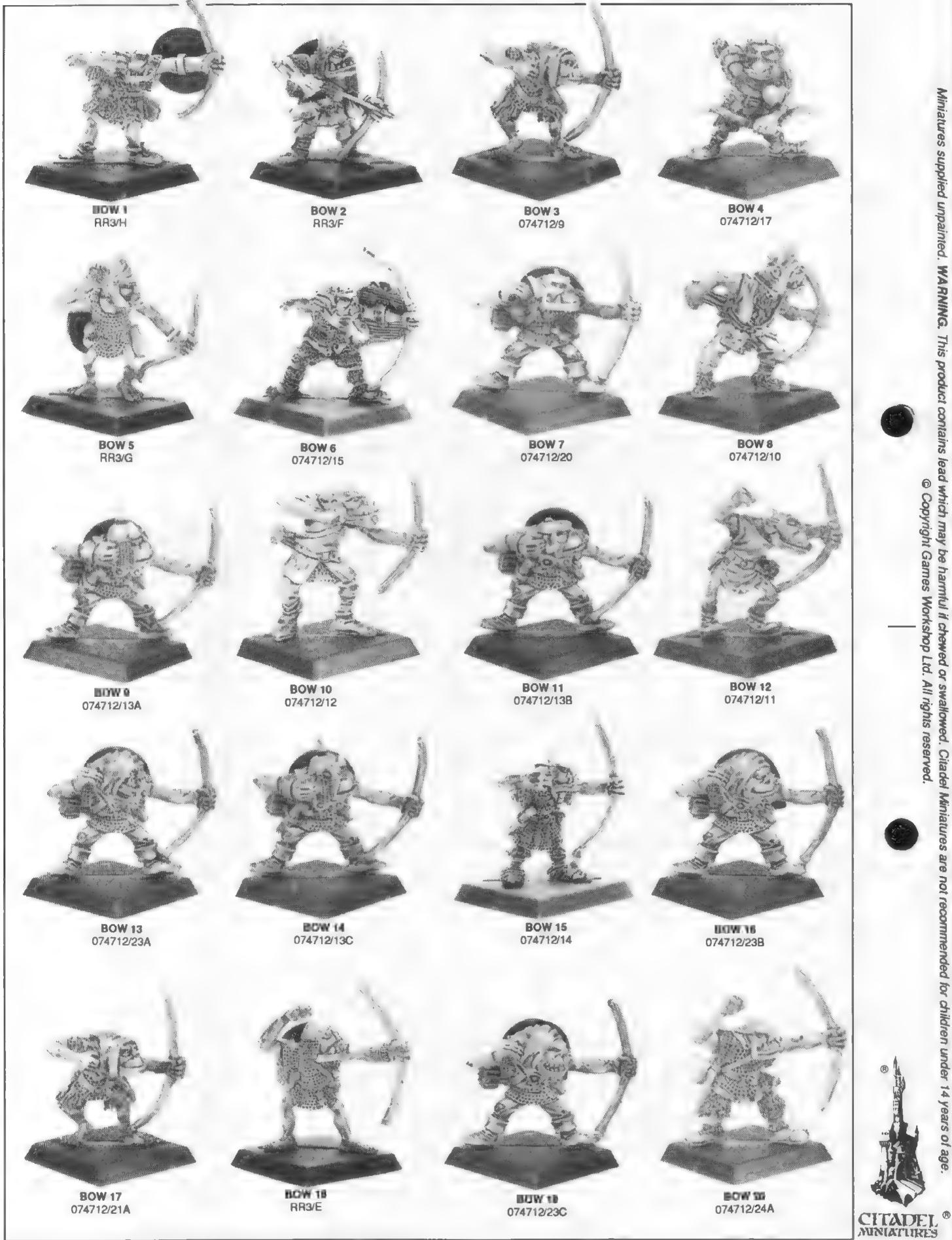


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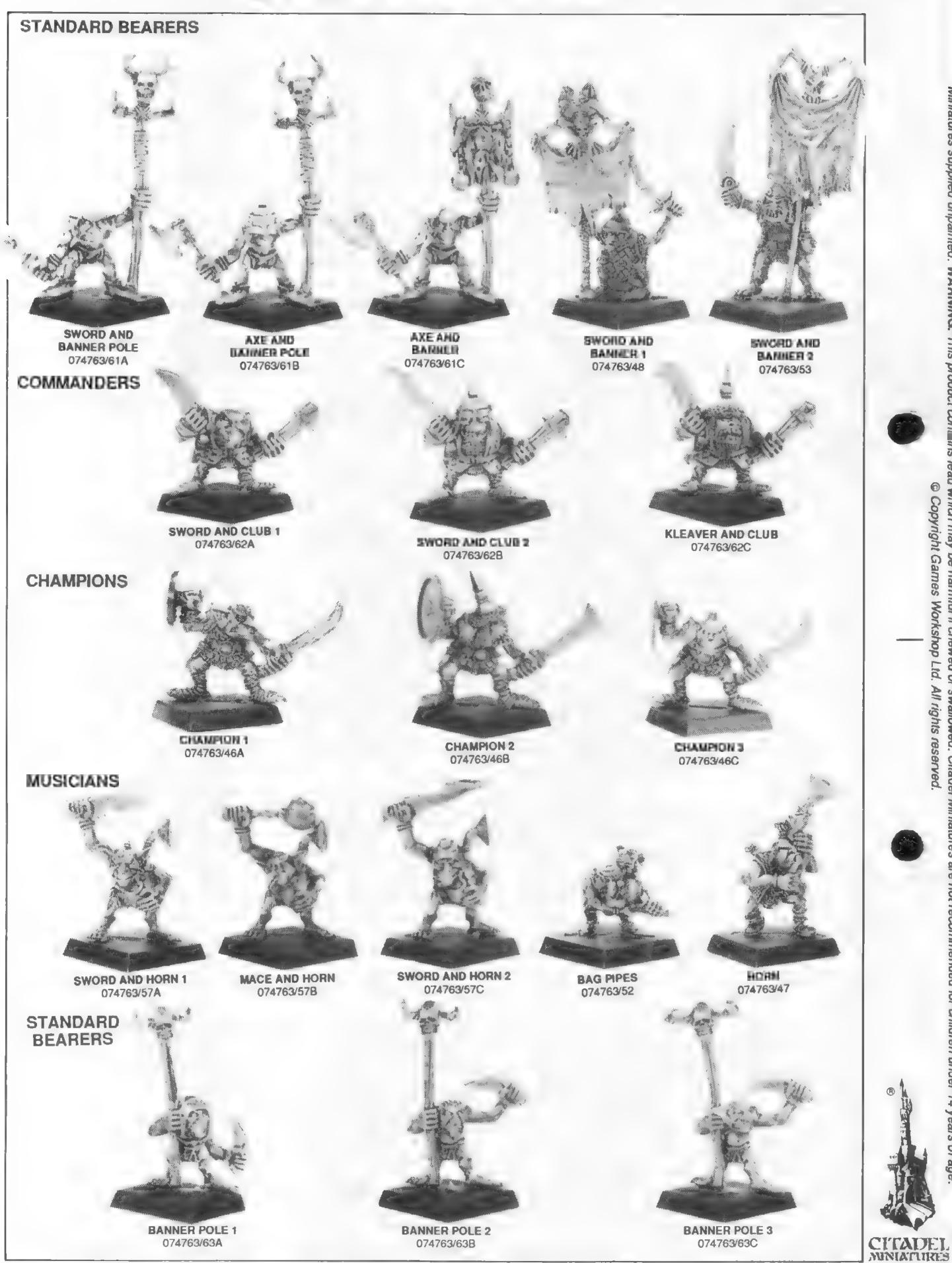
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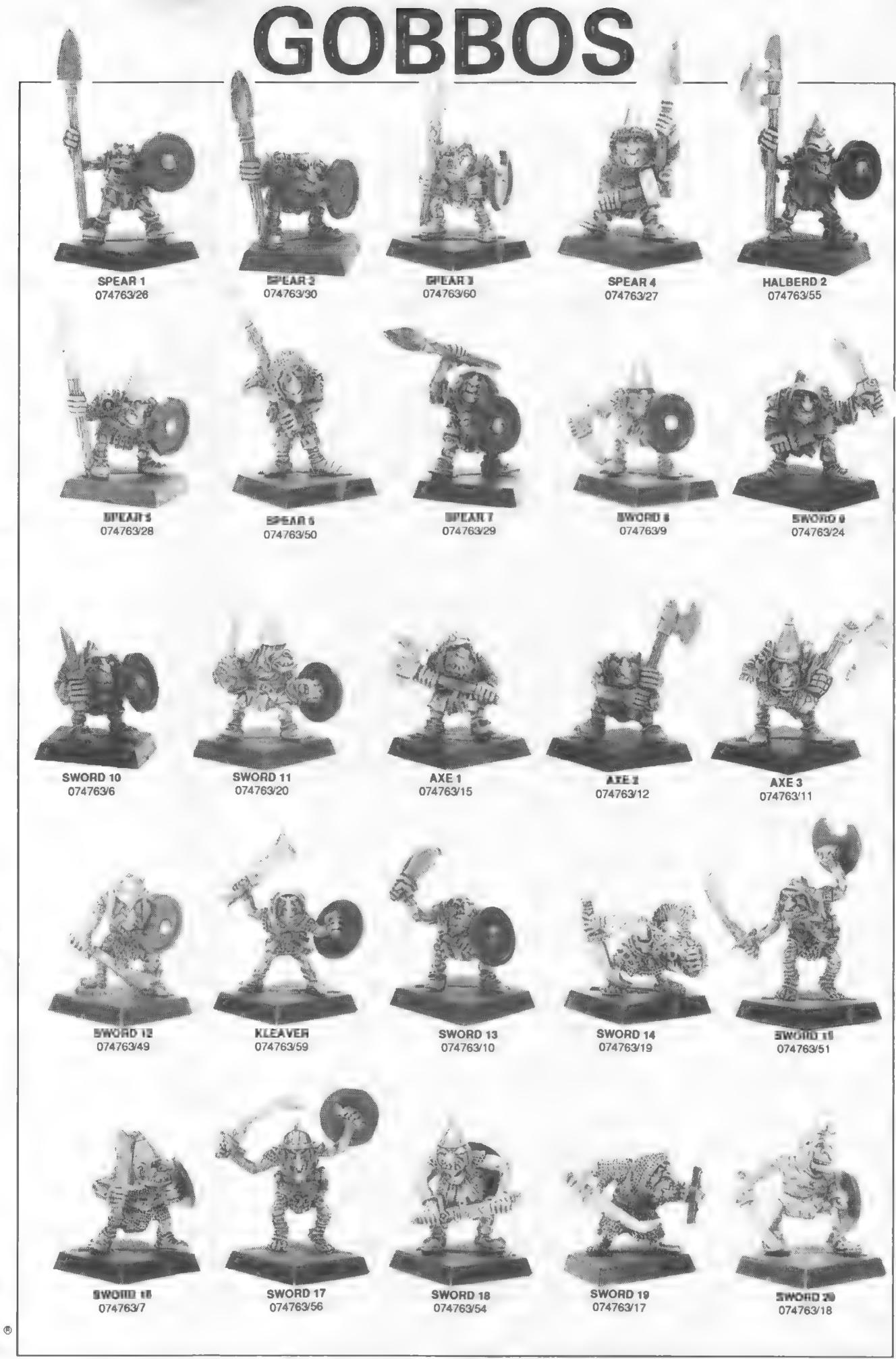
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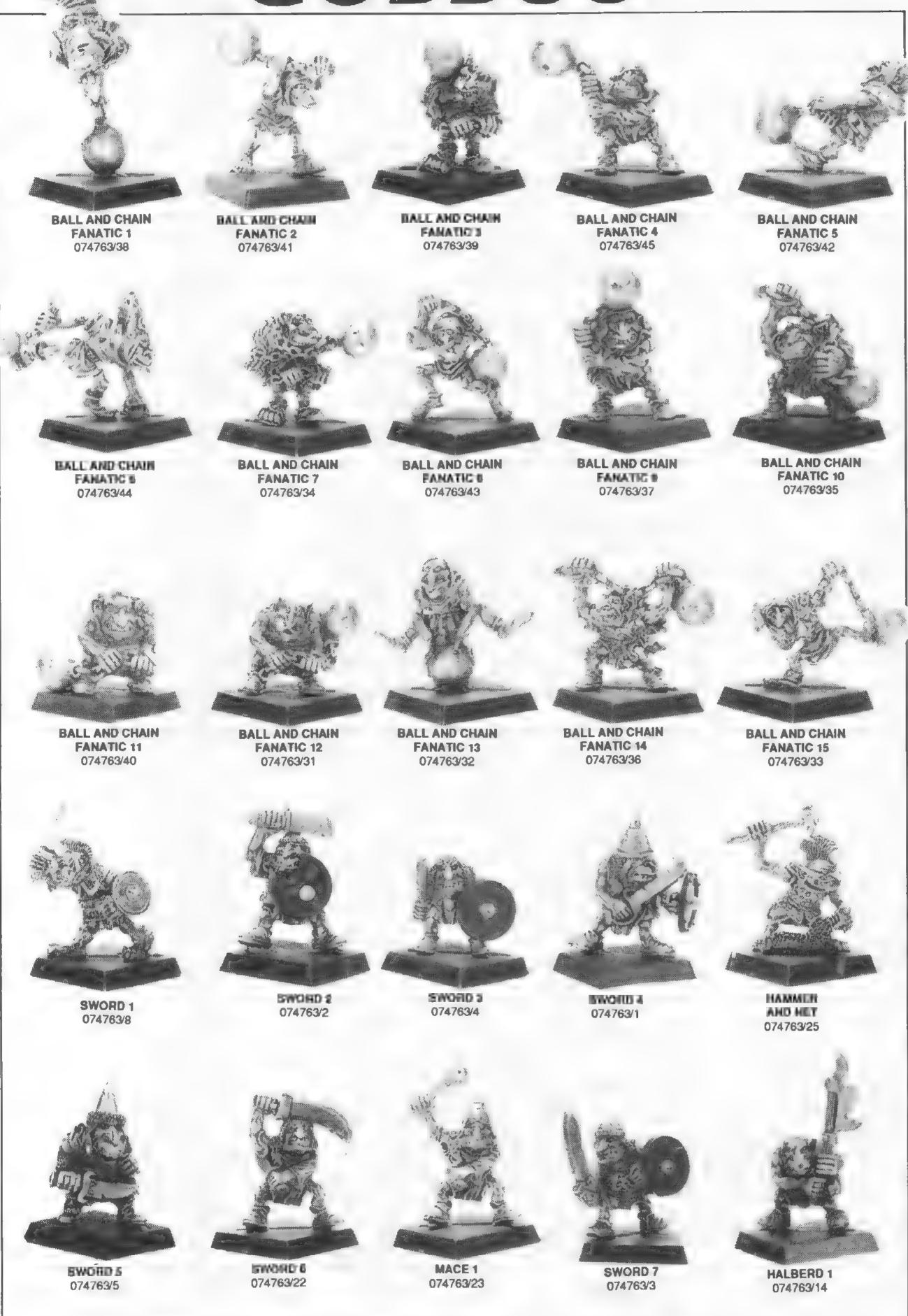
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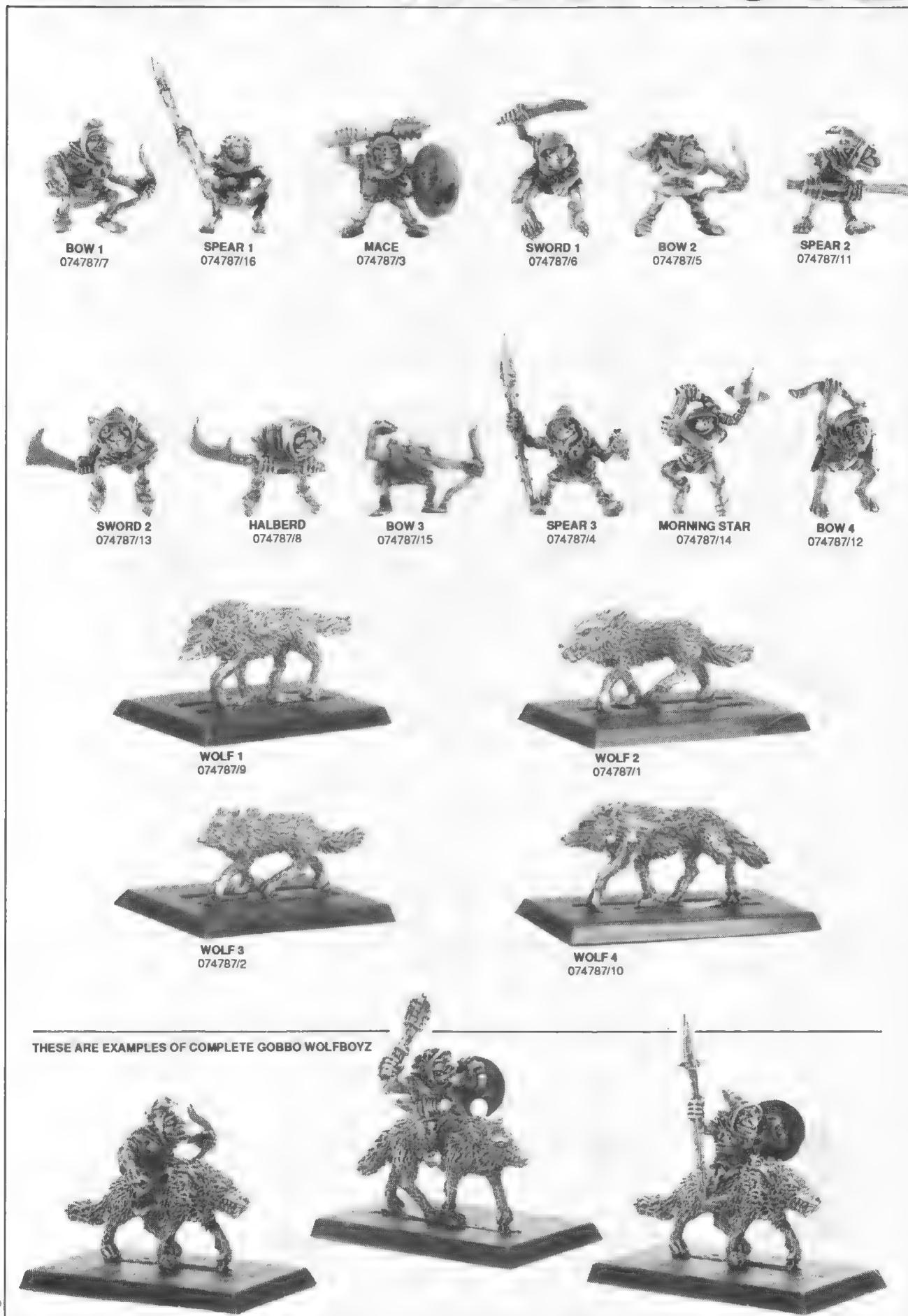




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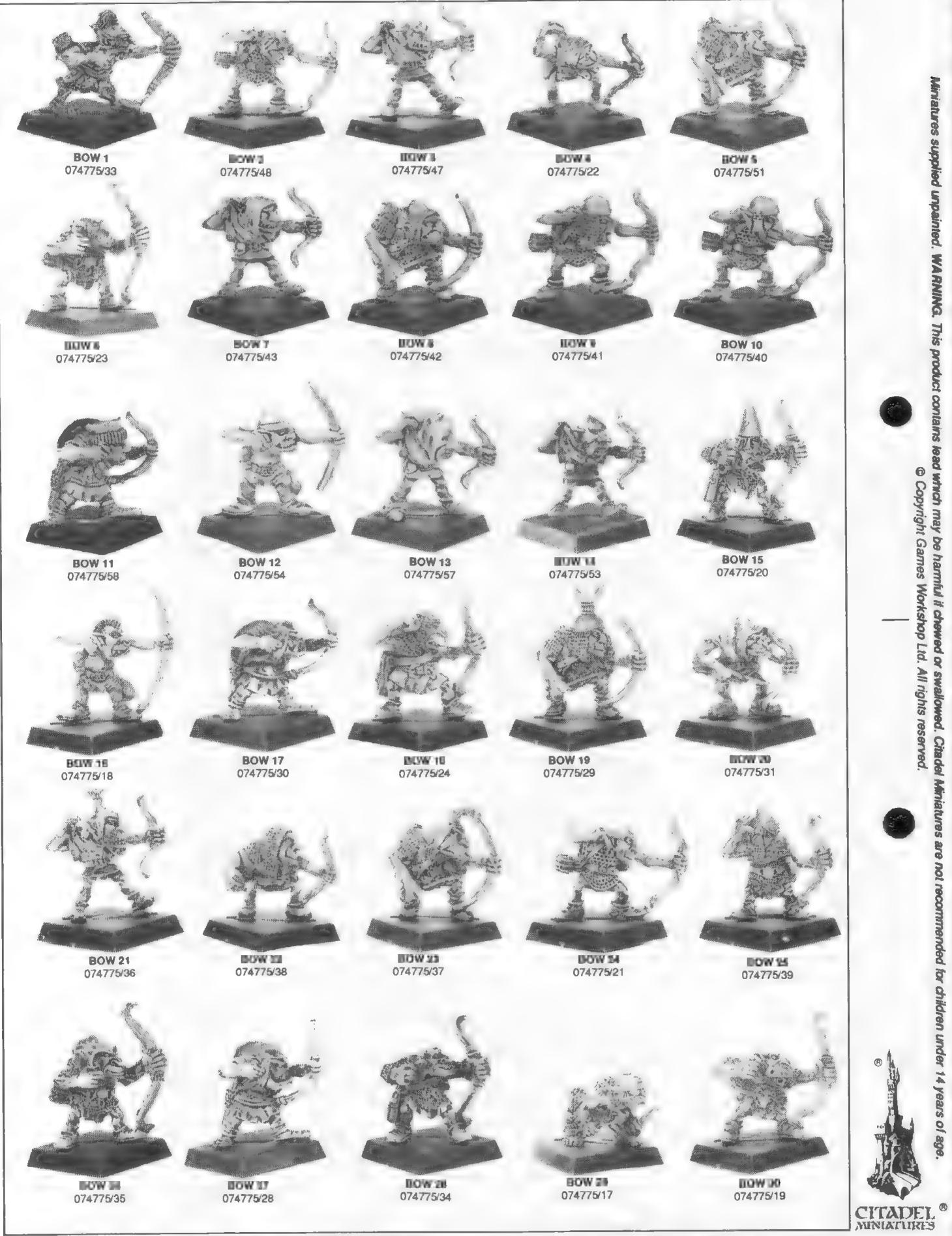
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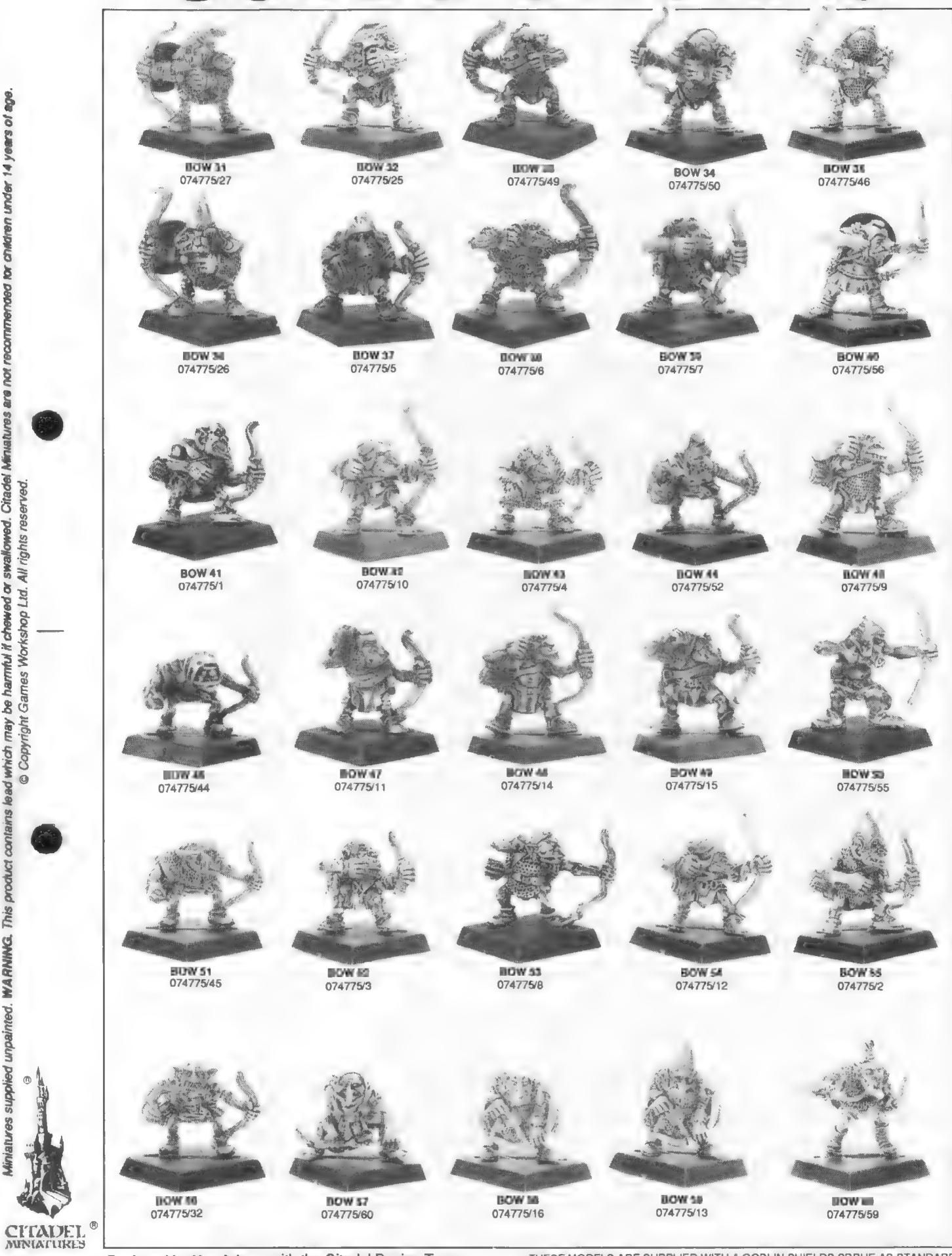
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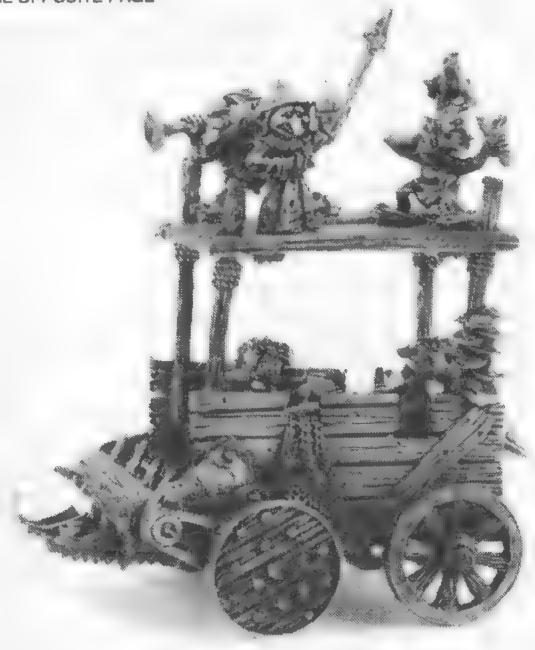
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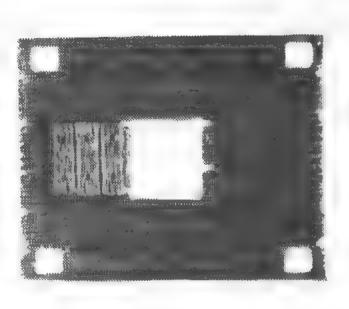
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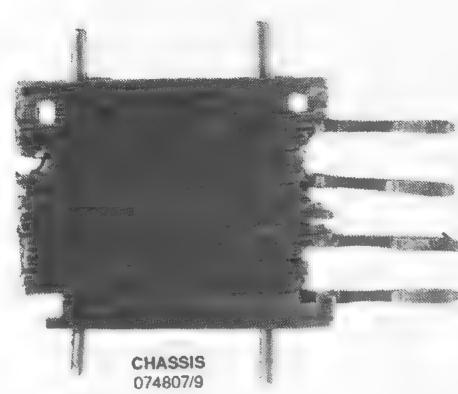


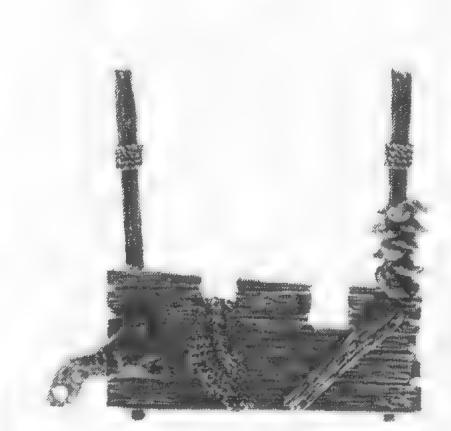
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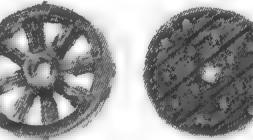


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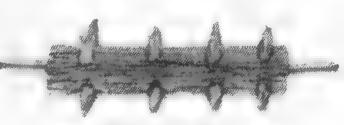


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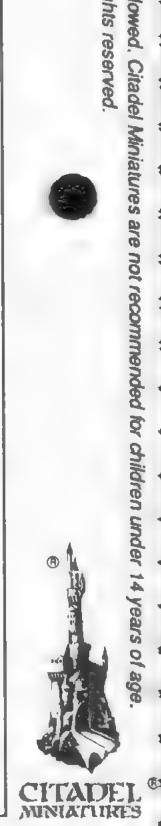




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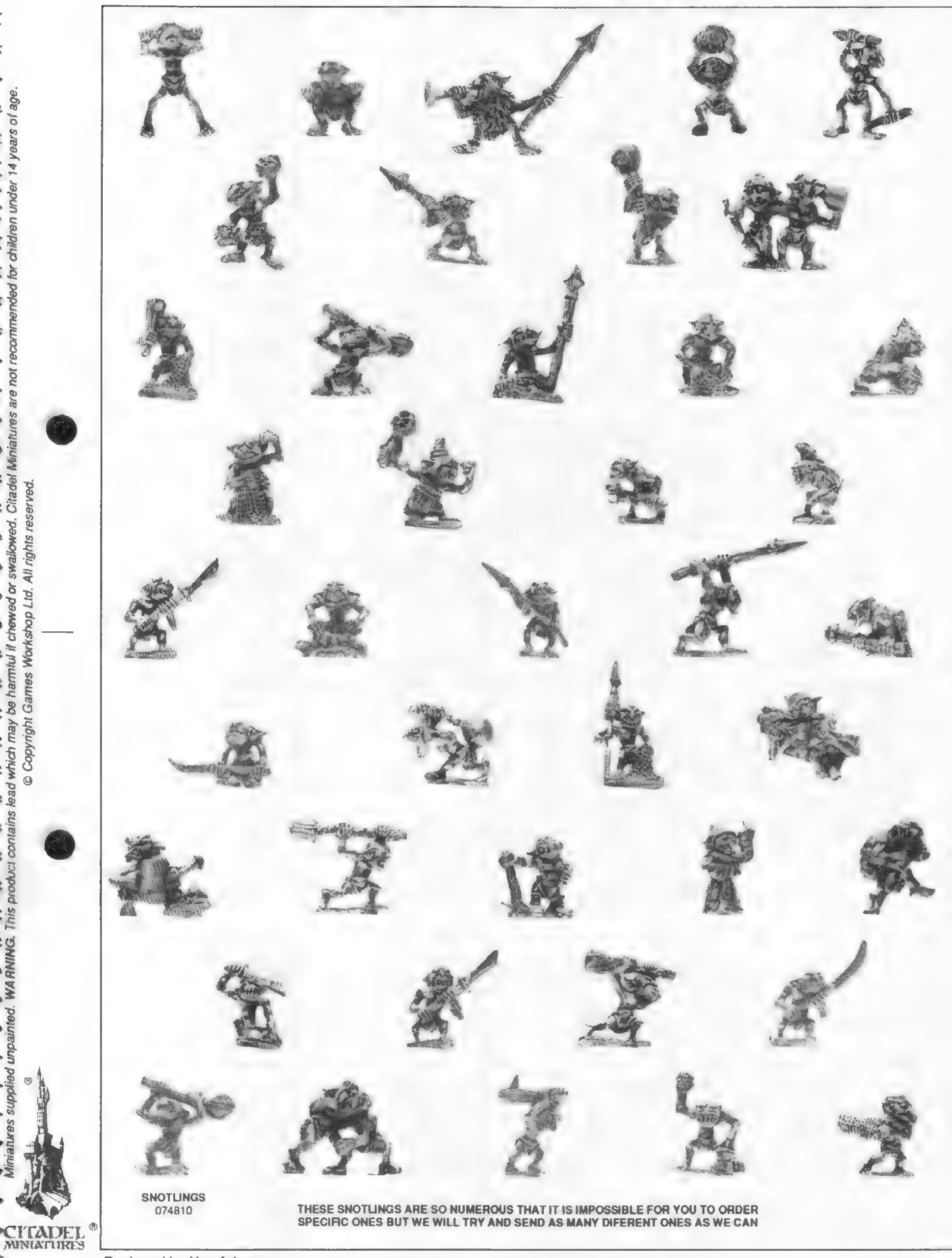


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GOBLIN BATTLE CHARIOTS



MD6/F

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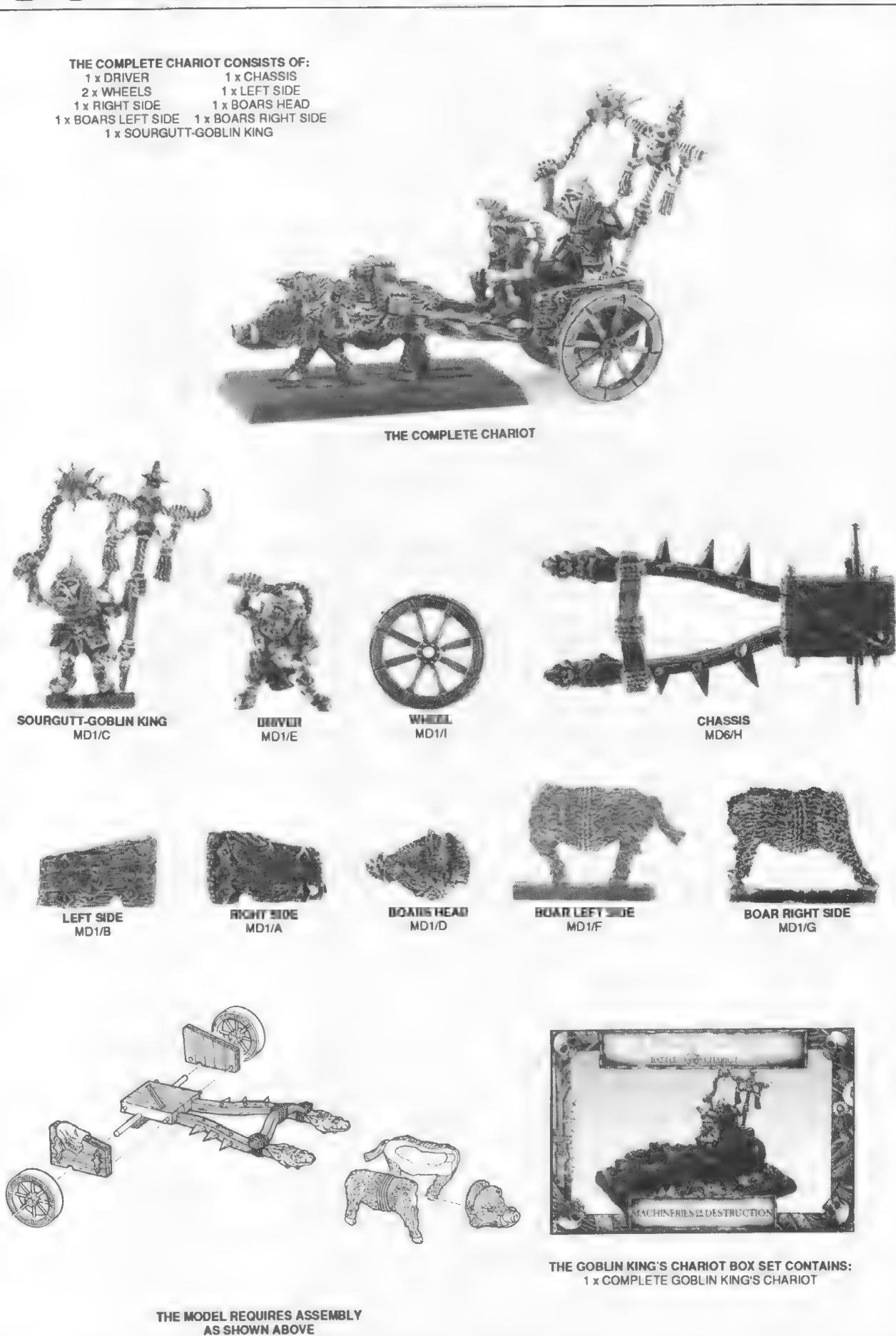
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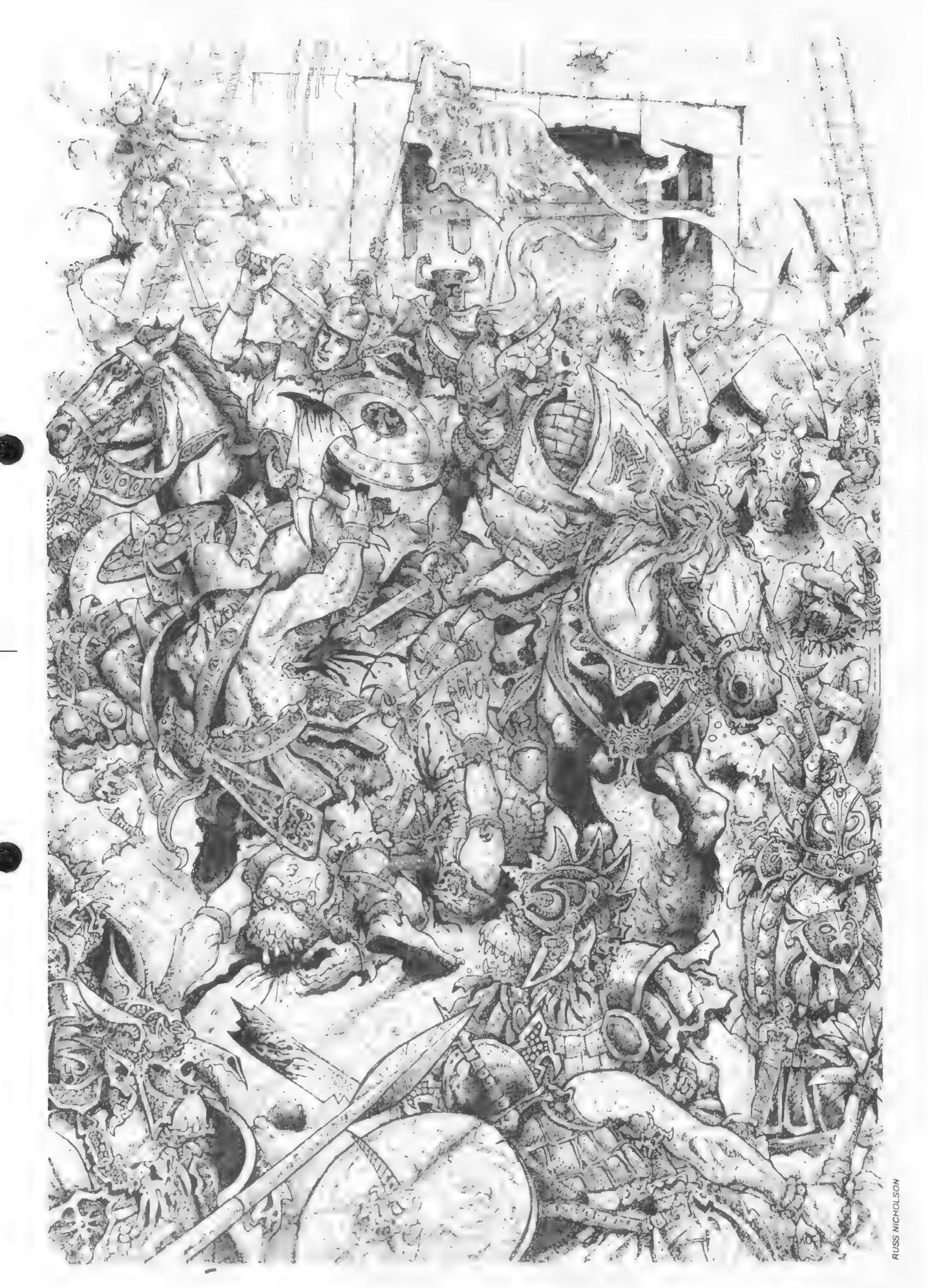
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SKULL CRUSHER



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LEAD BELCHER



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MAN-MANGLER



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ORC WAR MACHINES

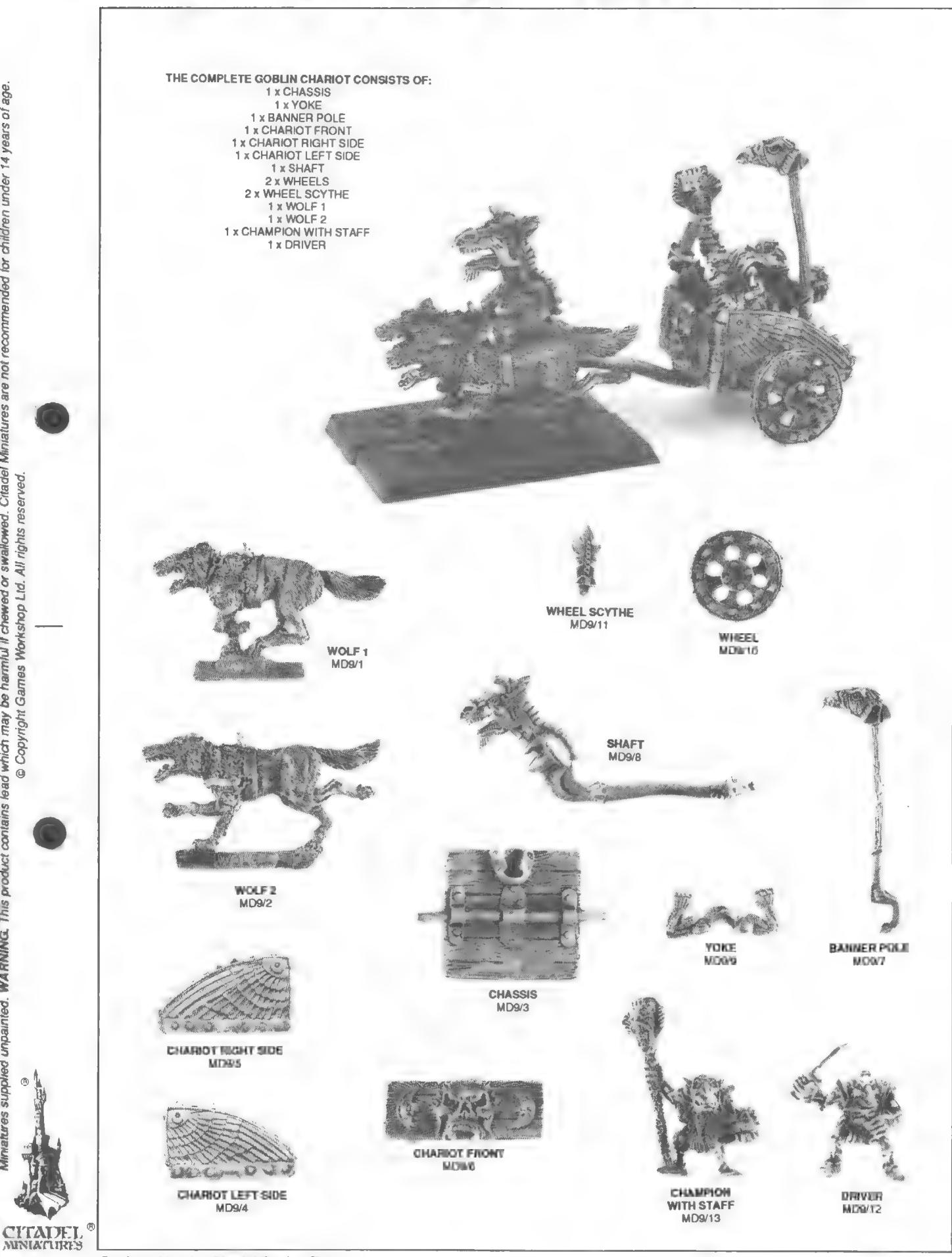


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GOBLIN CHARIOT



WOOD FLVES STANDARD BEARER LIGHTSPIRIT STANDARD **HEART STANDARD** MOON STANDARD DROKENBLADE STANDARD OWNE 074213/29C 074213/29B 074213/29A **CAPTAINS** SWORD AND BOW AXE AND HAWK SWORD SPEAR 074213/27A RR4/A 074213/27B 074213/27C CHAMPIONS hts reserved. wed. Citadel Miniatures are not recommended for children under 14 years of age TWO HANDED SWORD 074237/10 AXE AND ORC HEAD 074237/1 TWO EWOILDS RR4/C IM/WID 074237/18 **MUSICIANS**

PIPES

074213/28B



RR4/B

HARE

074213/28A

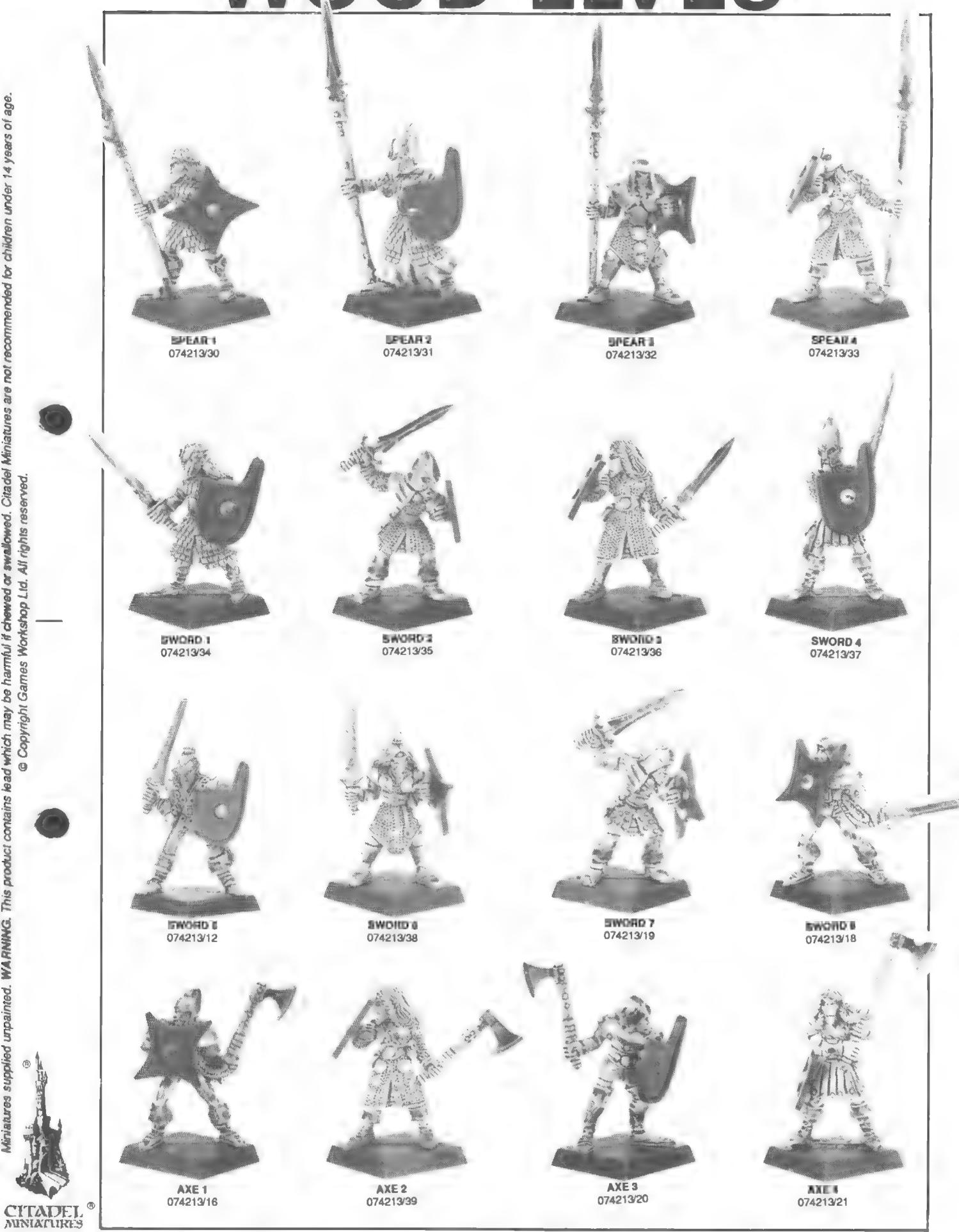
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HOURS &

074213/28C

WOOD ELVES



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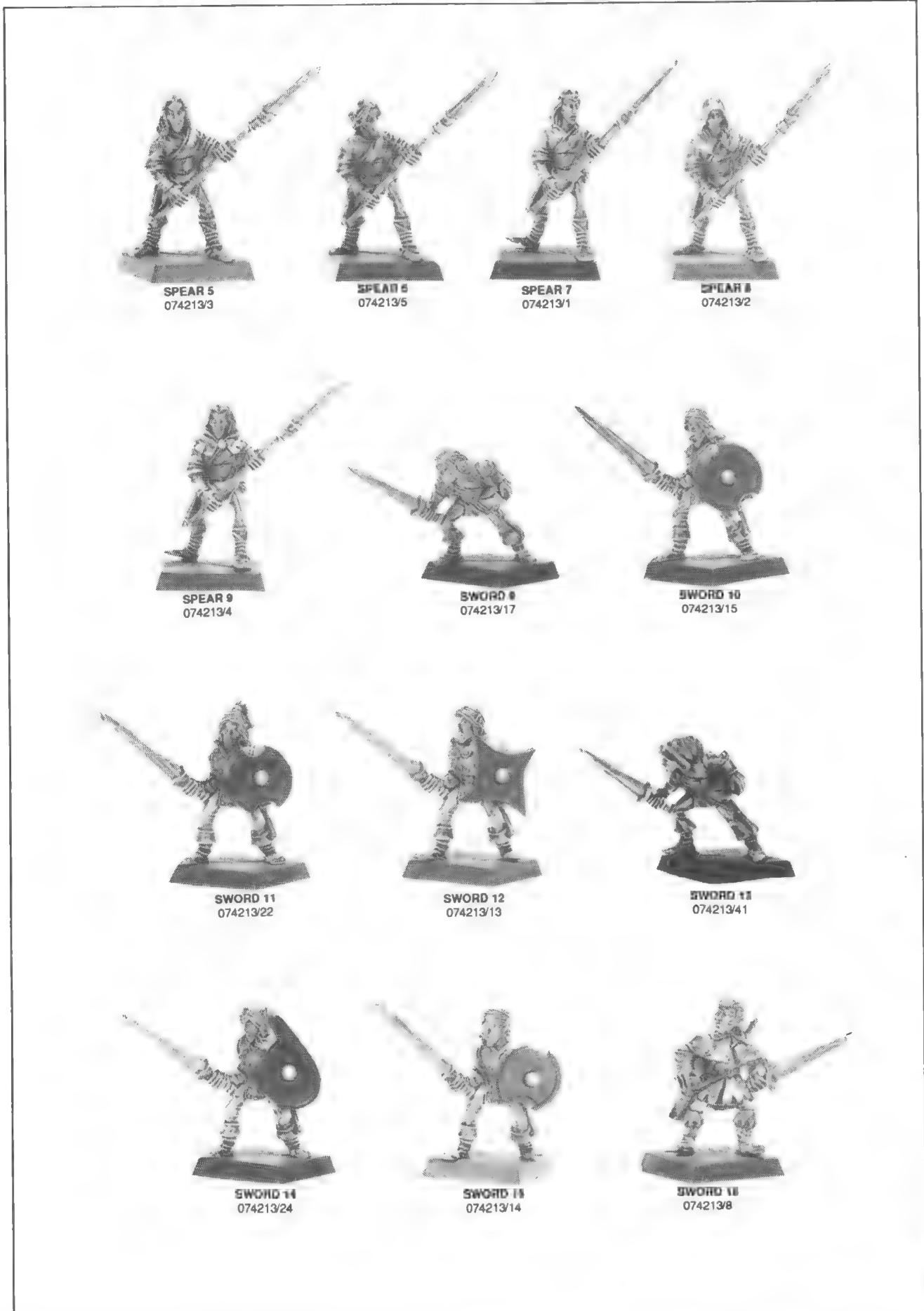
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WOOD ELVES





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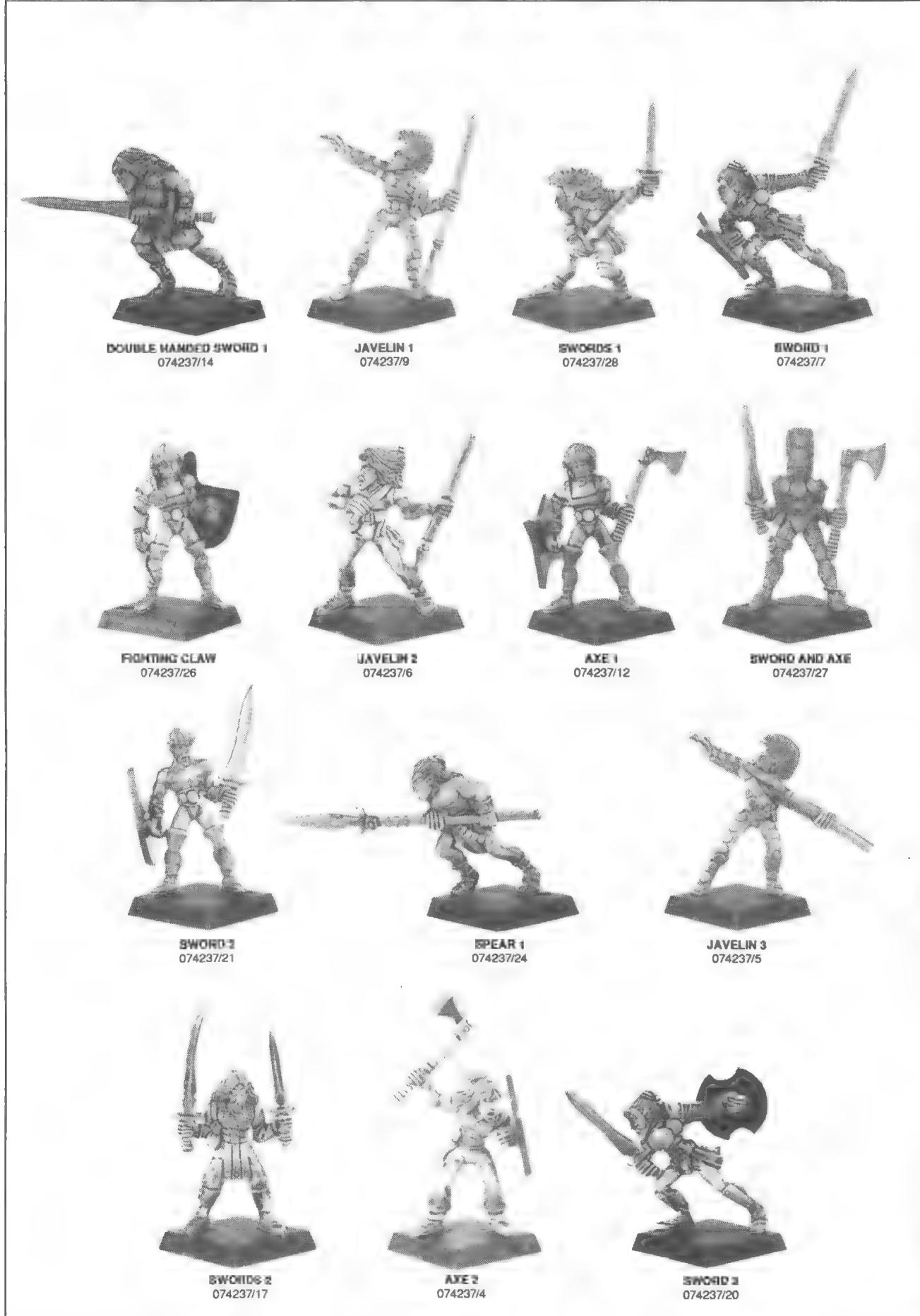
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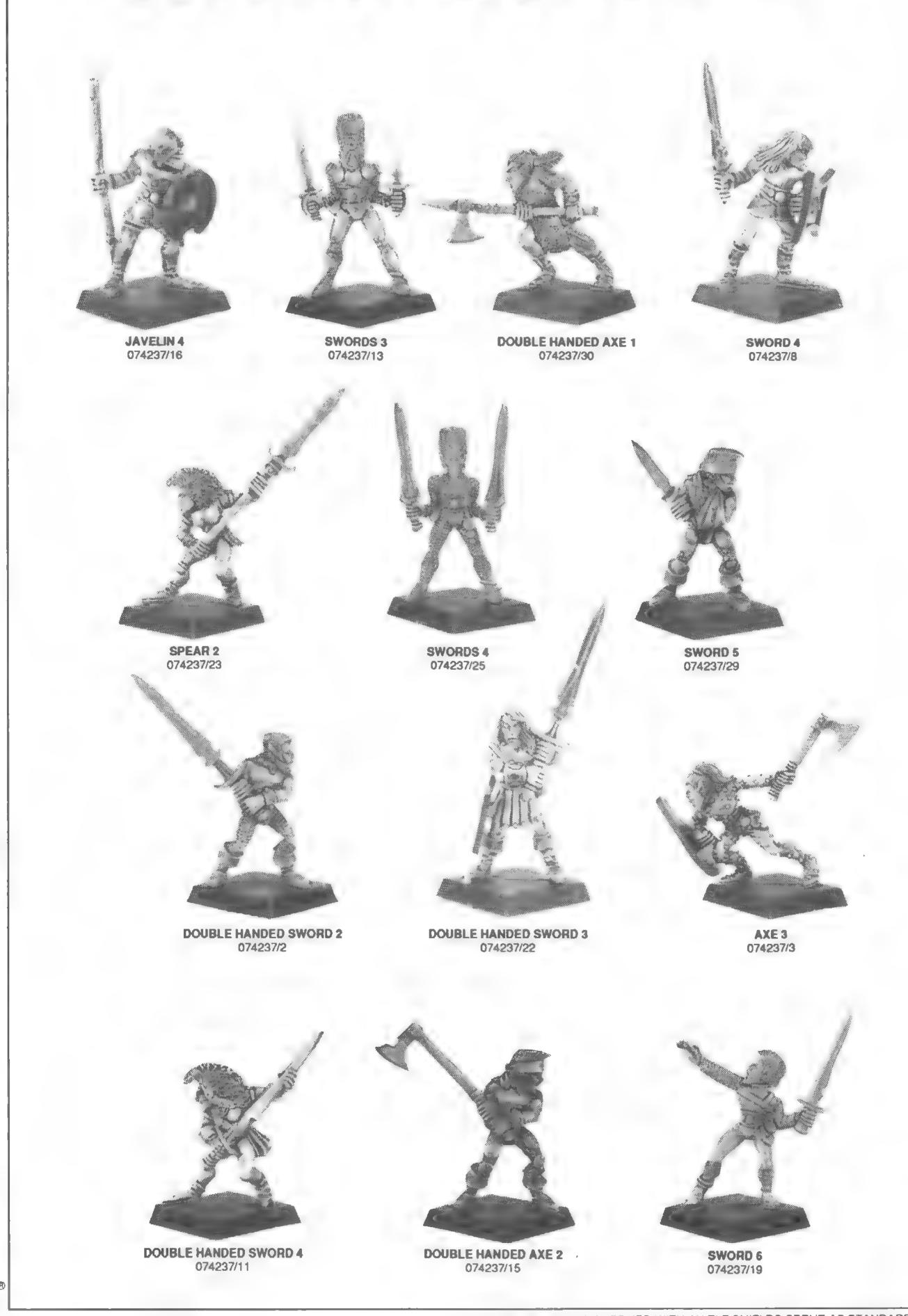


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WARDANCERS



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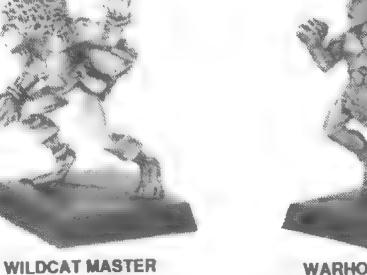
ELVEN BEASTMASTERS







074249/12



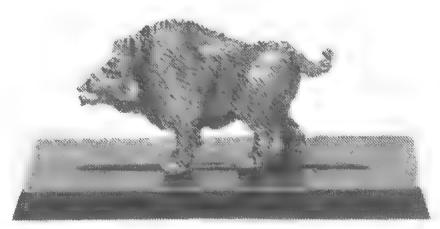




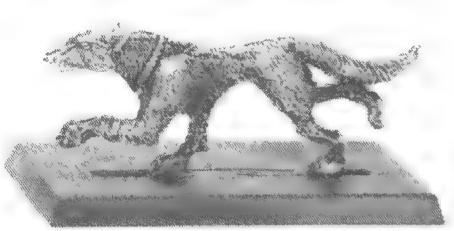
BEAR MASTER 074249/10



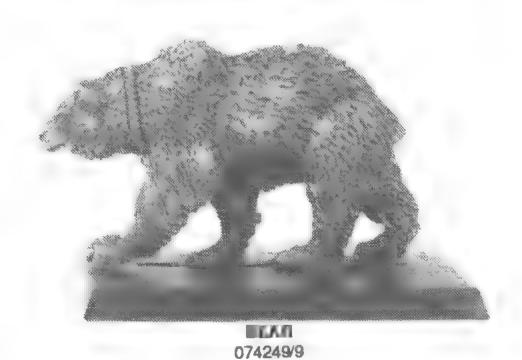
WILDCAT



BOAR 074249/13

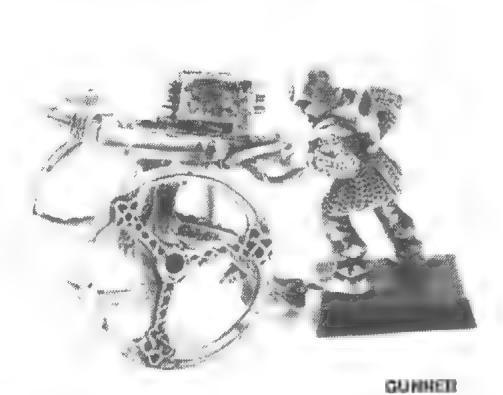


WARHOUND 074249/15



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SEA ELF REPEATING CROSSBOW



074249/18

REPEATING CROSSBOW (FOR COMPONENT LIST SEE THE DARK ELF PAGES)



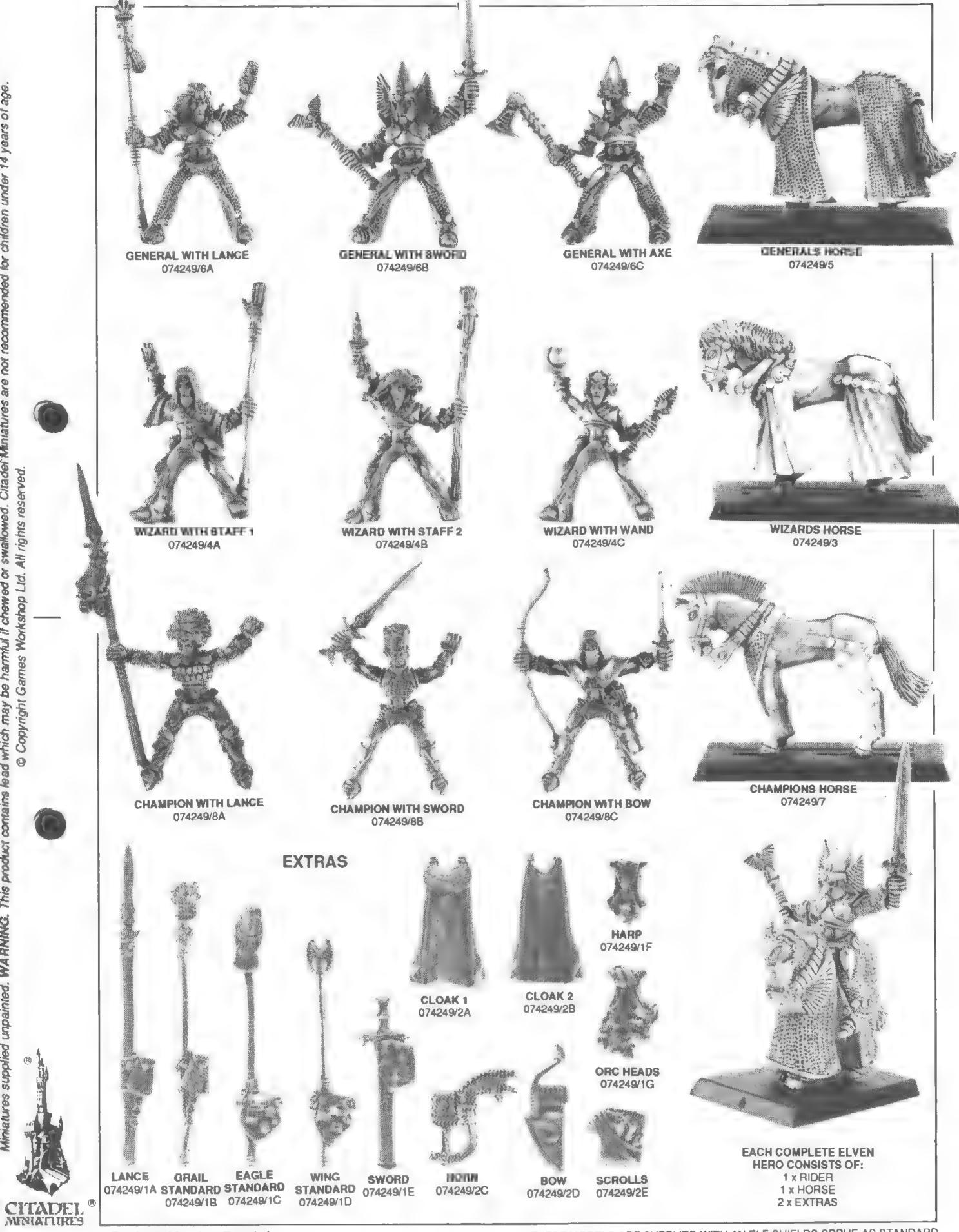
074249/17



COMMANDER 074249/19



ELVEN HEROES



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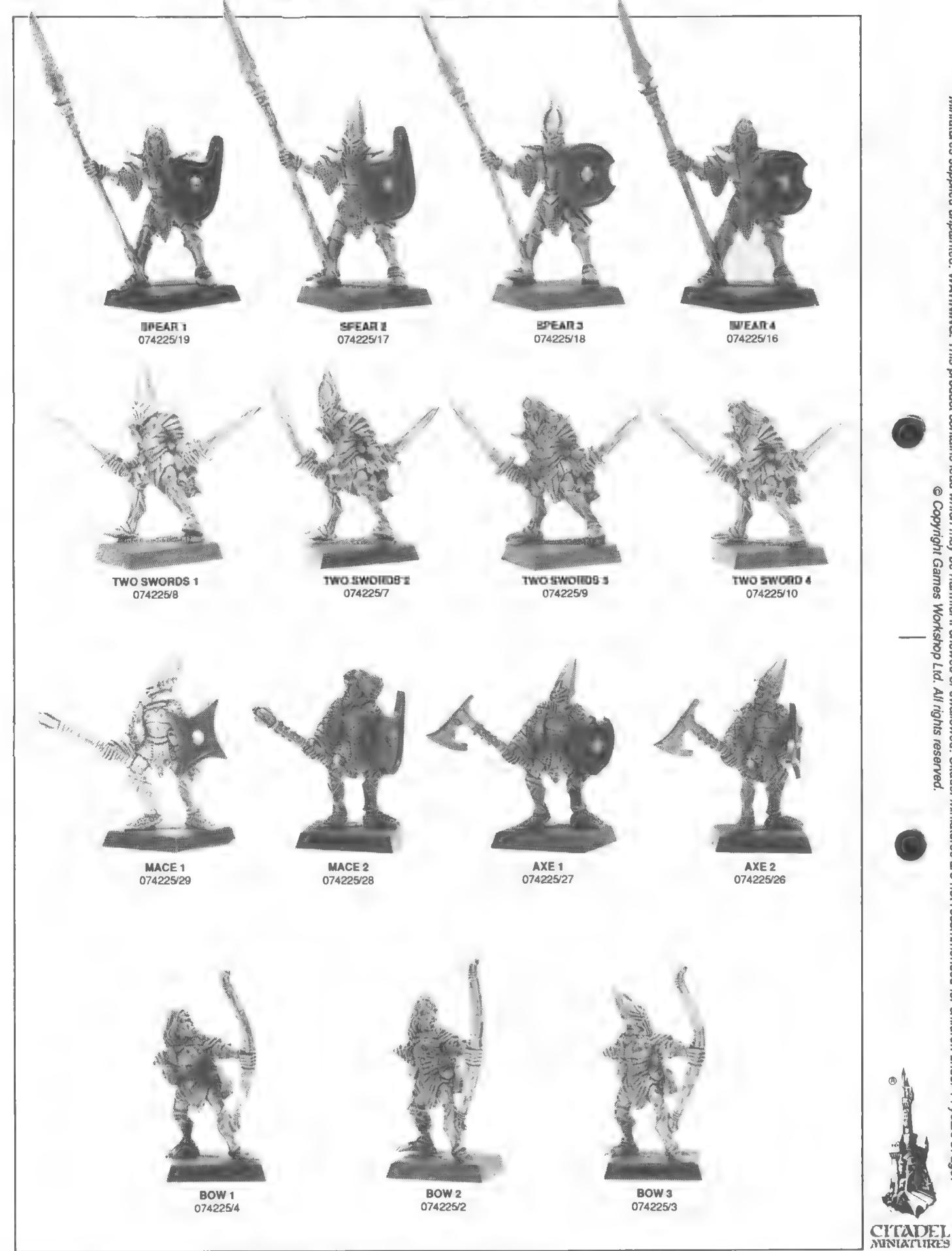
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HIGH ELVES





HIGH ELVES

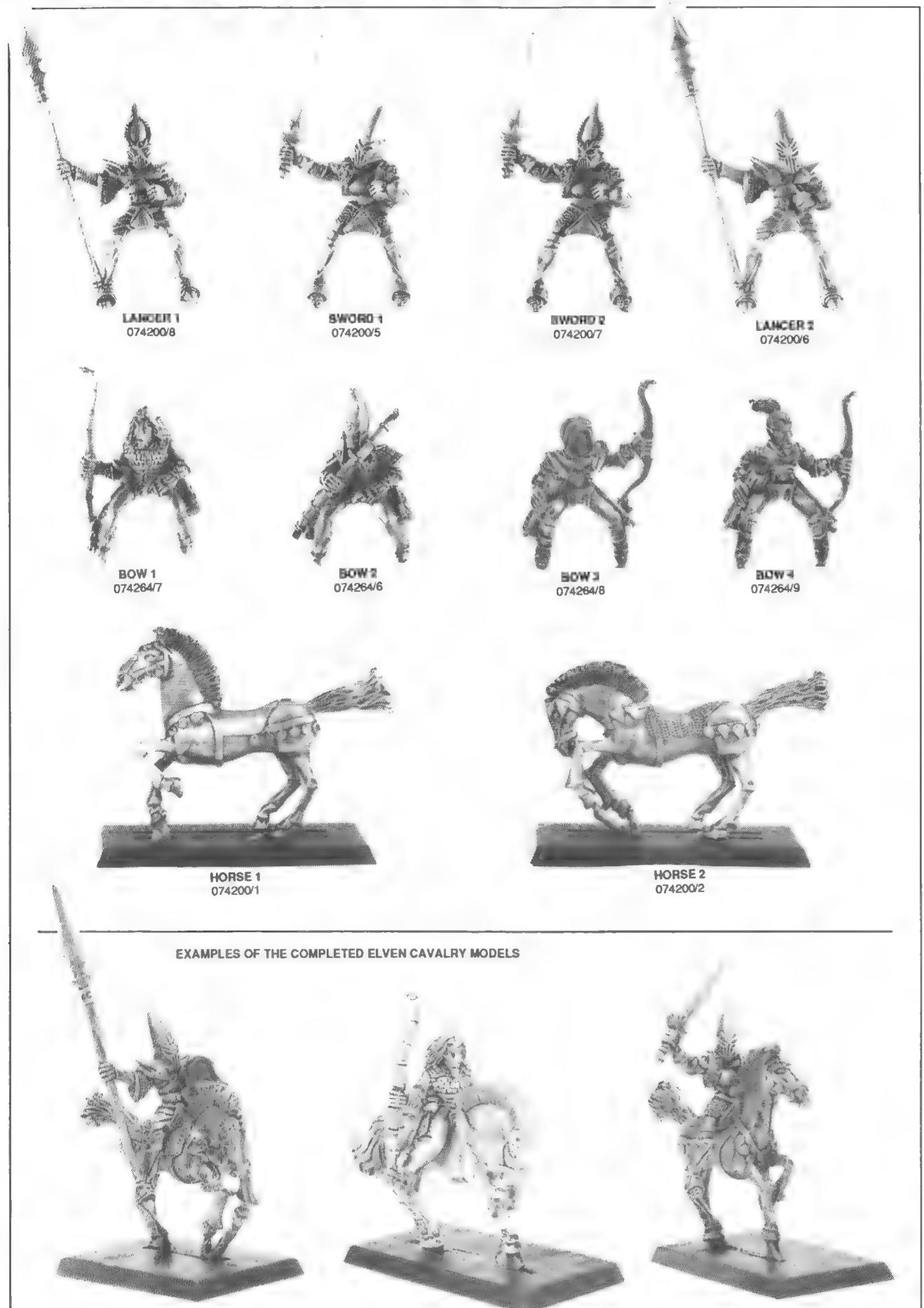




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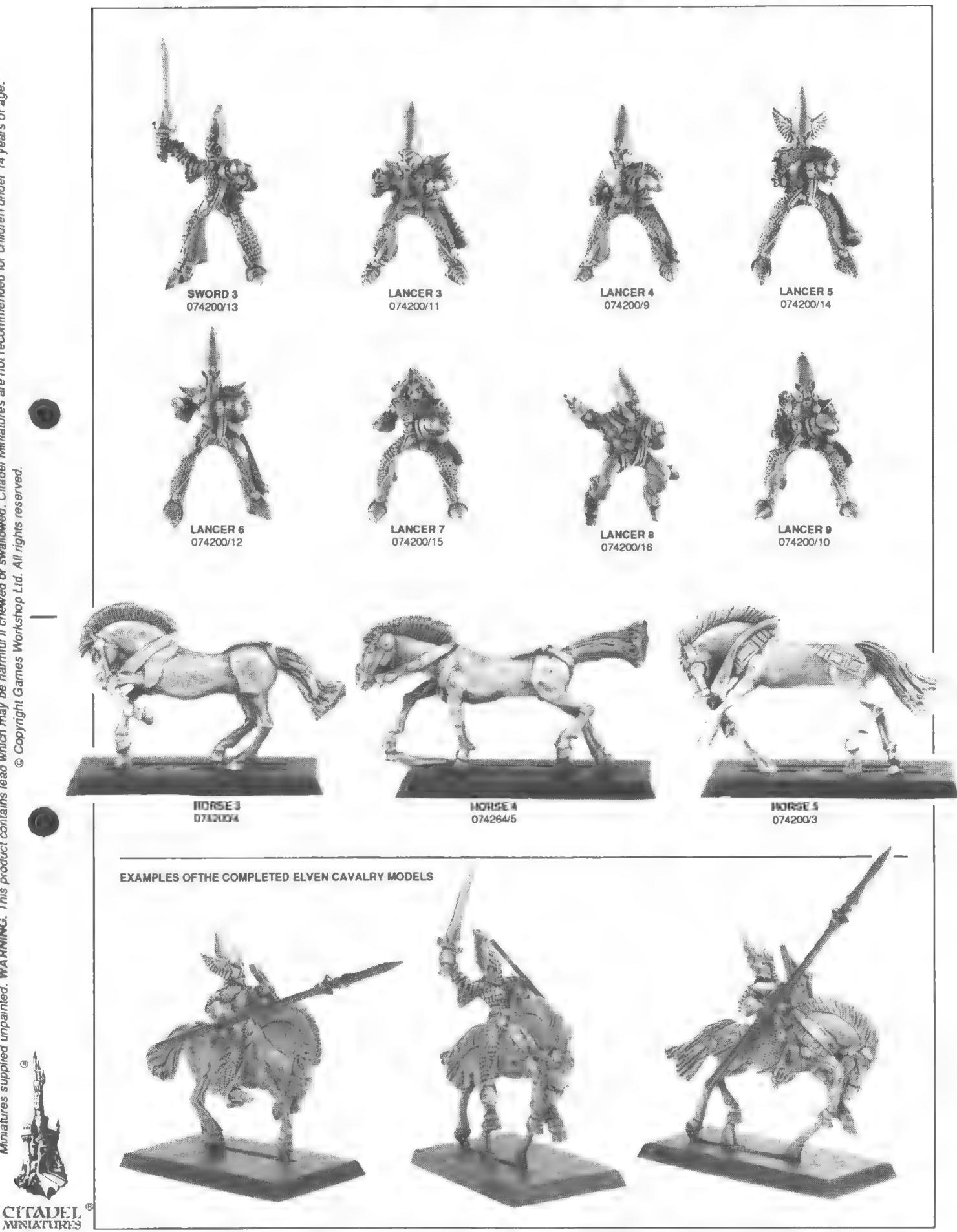


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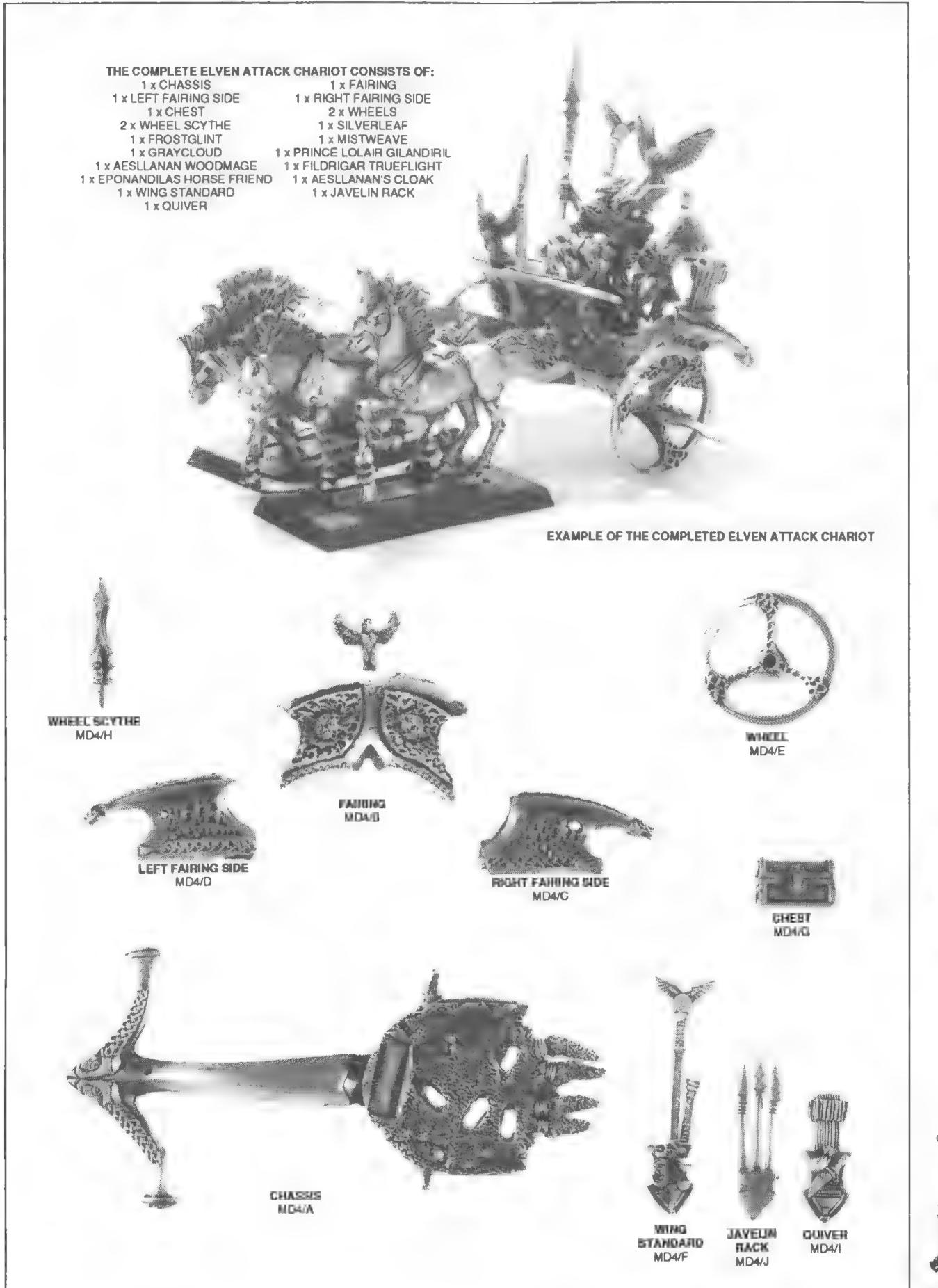
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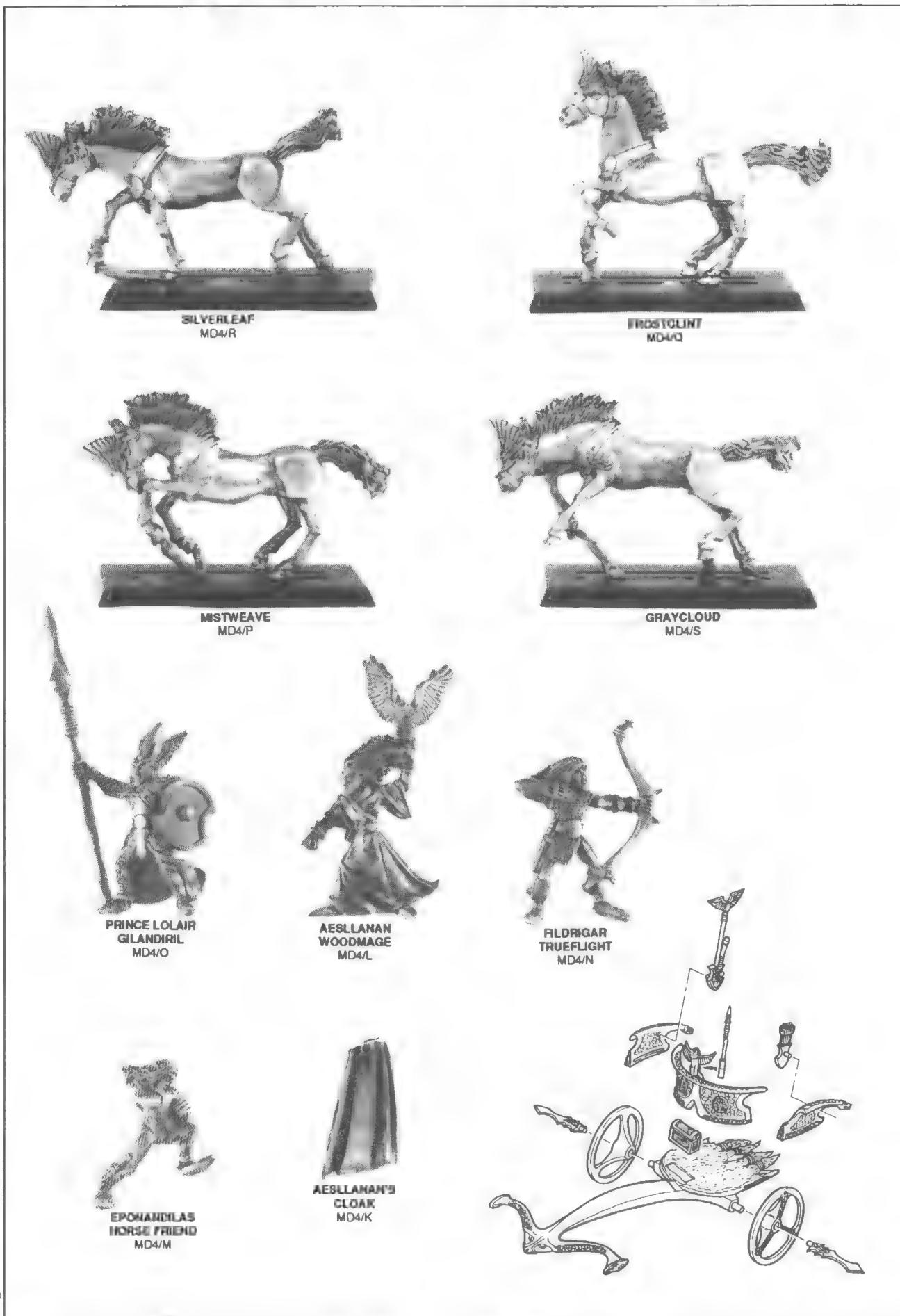
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ELVEN ATTACK CHARIOT



ELVEN ATTACK CHARIOT



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Designed by Aly Morrison with the Citadel Design Team

DARK ELVES SORCEREGG WITCH ELF WITH SWORD WITCH ELF WITH **WITCH ELF WITH** WZARDA WIZAFID 2 074252/11 DAGGERS 1 CFI0888/JW AND DAGGER 1 074252/28 074252/24 074252/14 074252/8 074252/12 WITCH ELF WITH **WITCH ELF WITH** WITCH ELF WITH MACE WITCH ELF WITH SWORD CRDSSBOW 1 CHOSSBOW 2 EWORD DAGGERRI 2 074252/13 AND DADGER & 074252/7 074252/5 074252/10 **RR11/1** 074252/27 HALBARD 3 PANONID # **CROSSBOW 3** A TIMOME 074252/18 074252/15 074252/29 074252/9 074252/23 074252/17 **SWORD 10** SWOAD 13 IWORD 11 SWOIZD 14 074252/20 074252/19 074252/16 RR11/2

BWORD 17

074252/22

Designed by the Citadel Design Team

SWORD 18

074252/21

SWORD 15

074253/26

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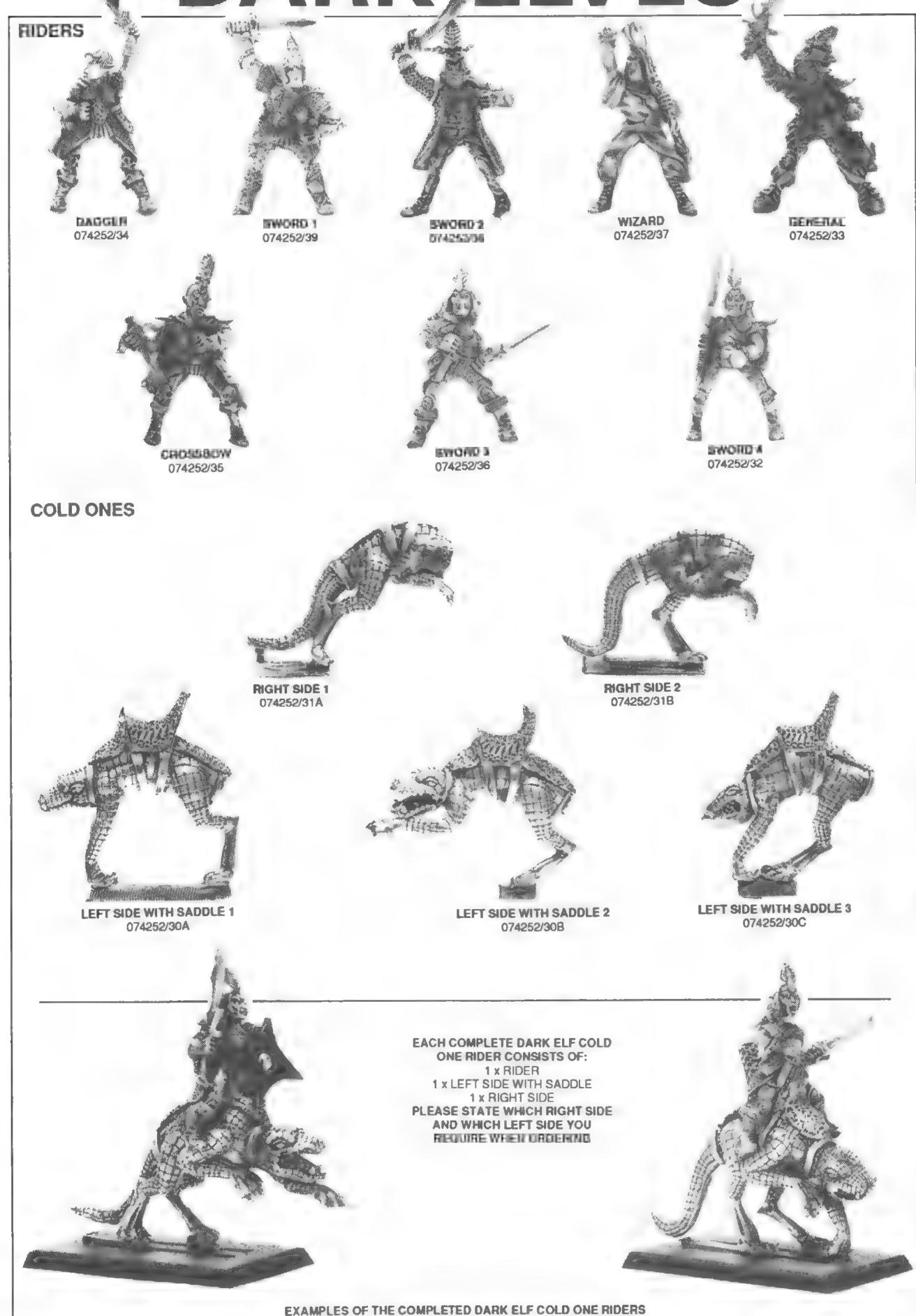
SWORD AND DAGGER

074252/6

WOUNDED

074252/25

DARK ELVES



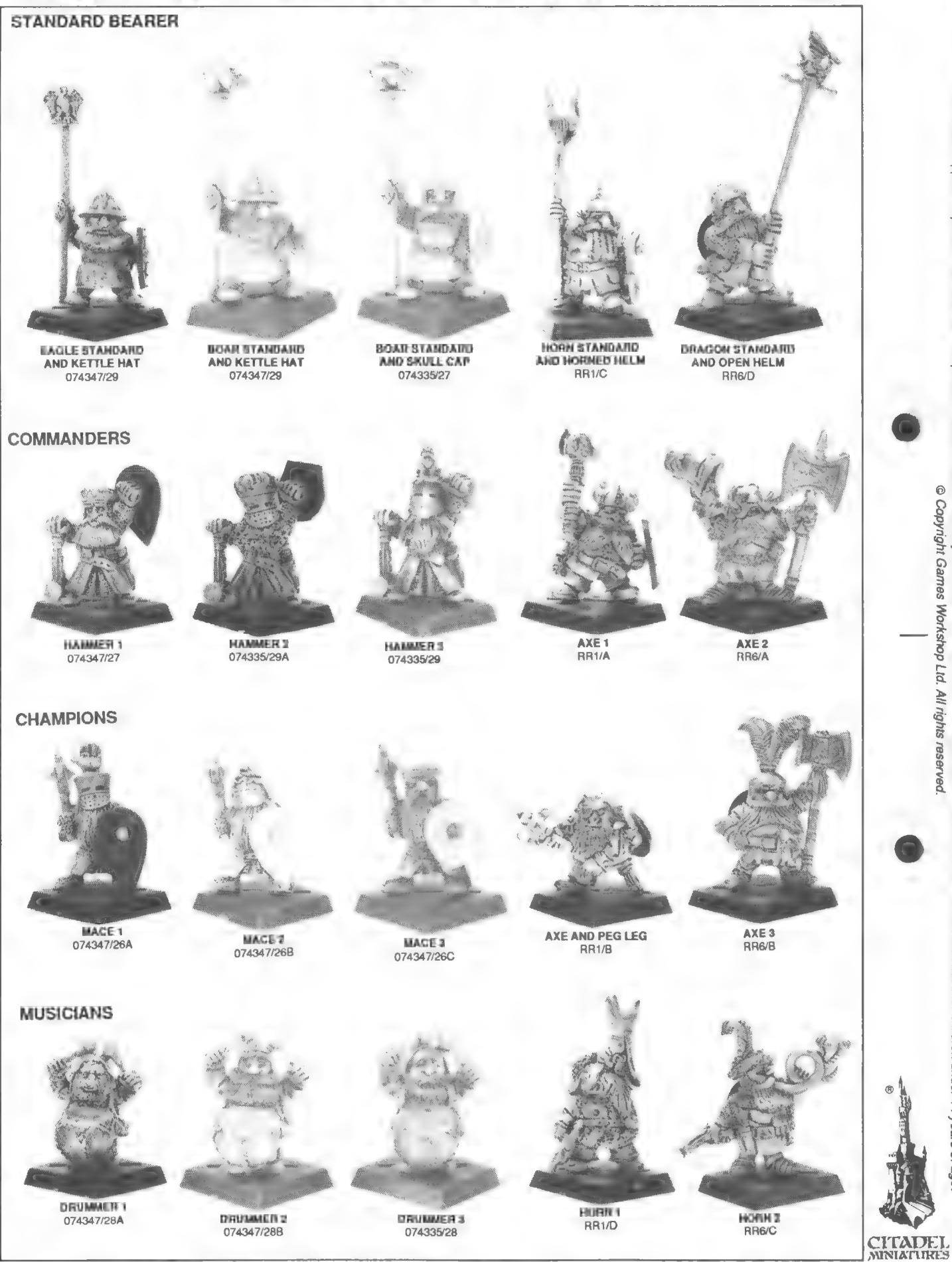


Designed by the Citadel Design Team



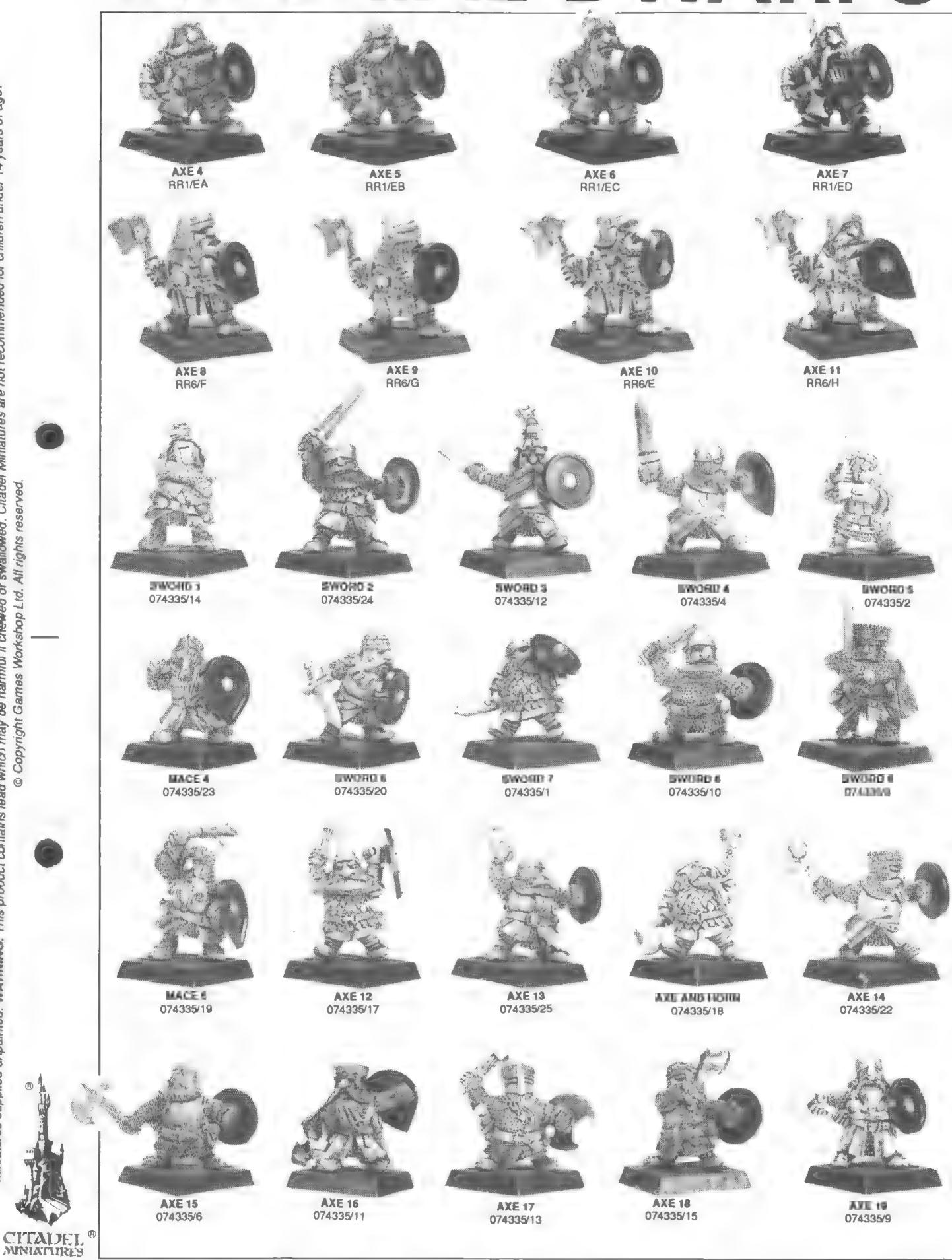
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IMPERIAL DWARFS





IMPERIAL DWARFS

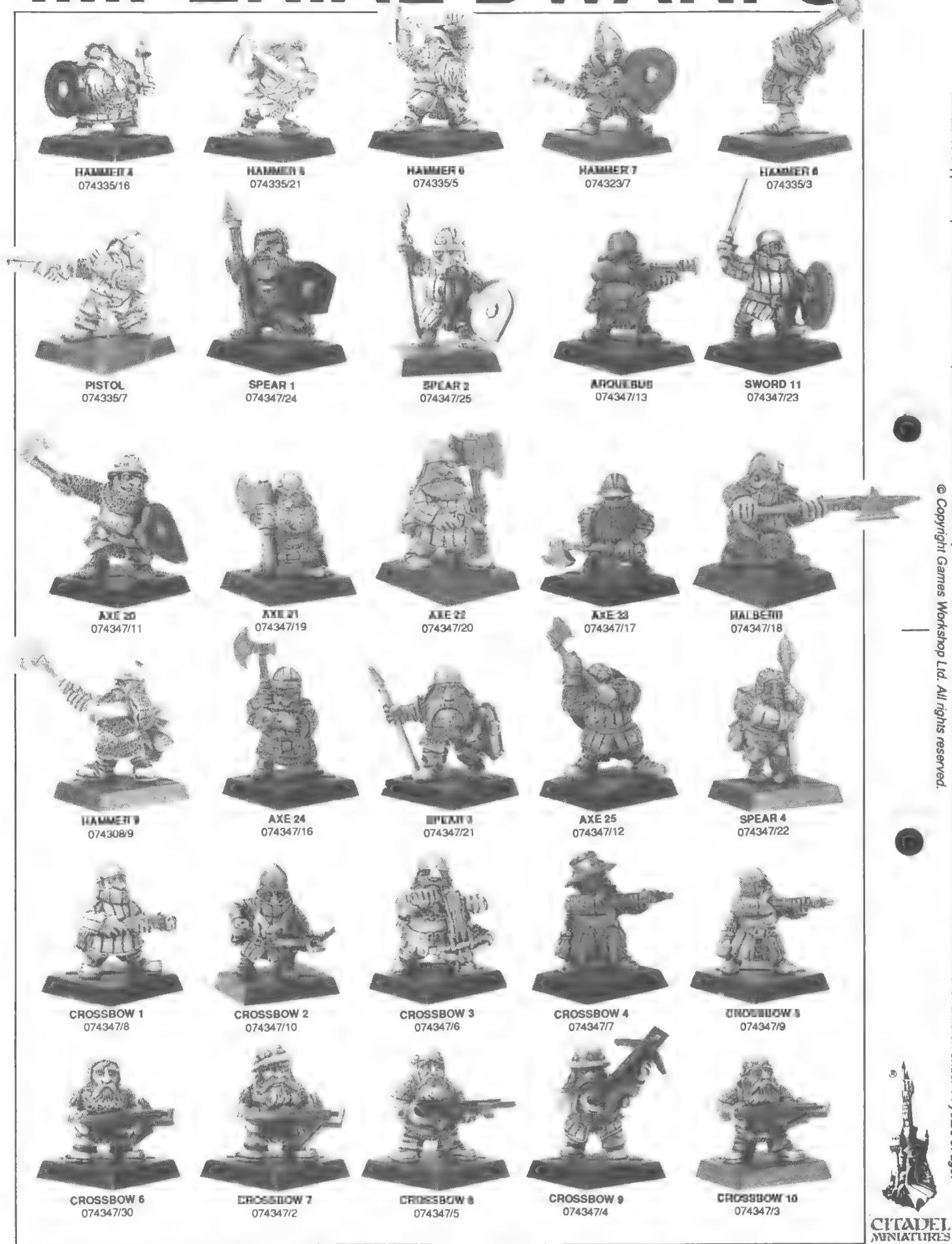


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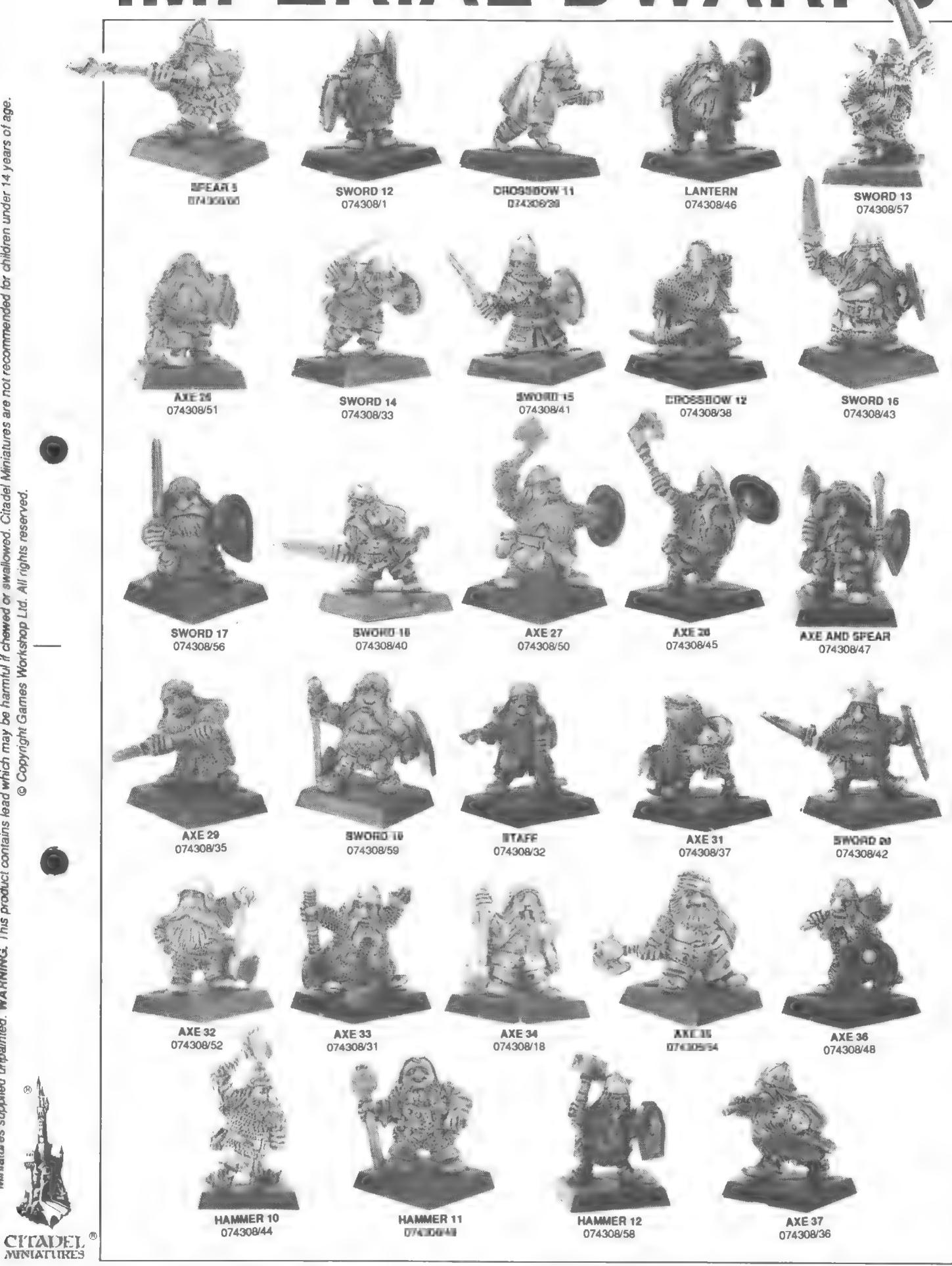
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MORSE DWARFS



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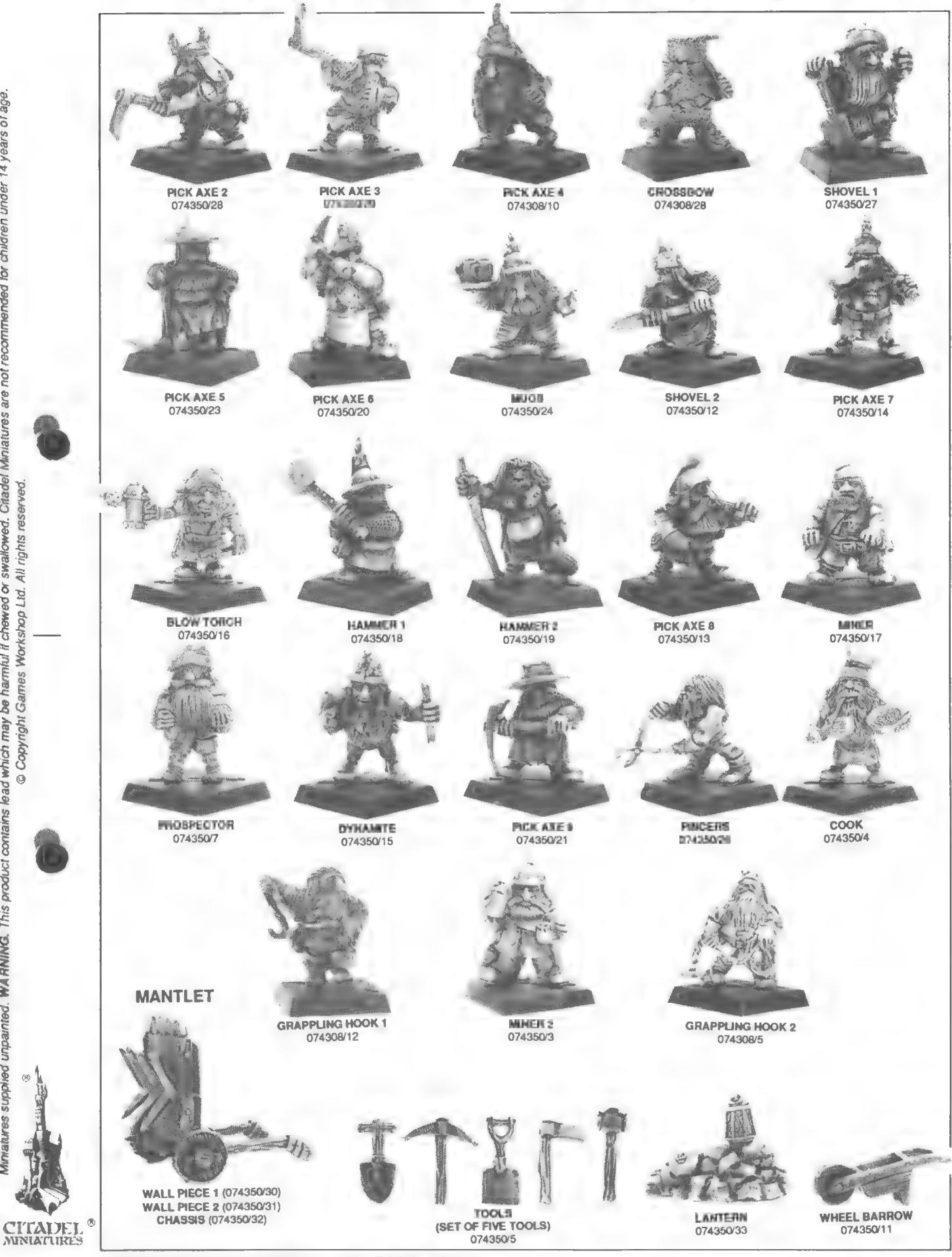




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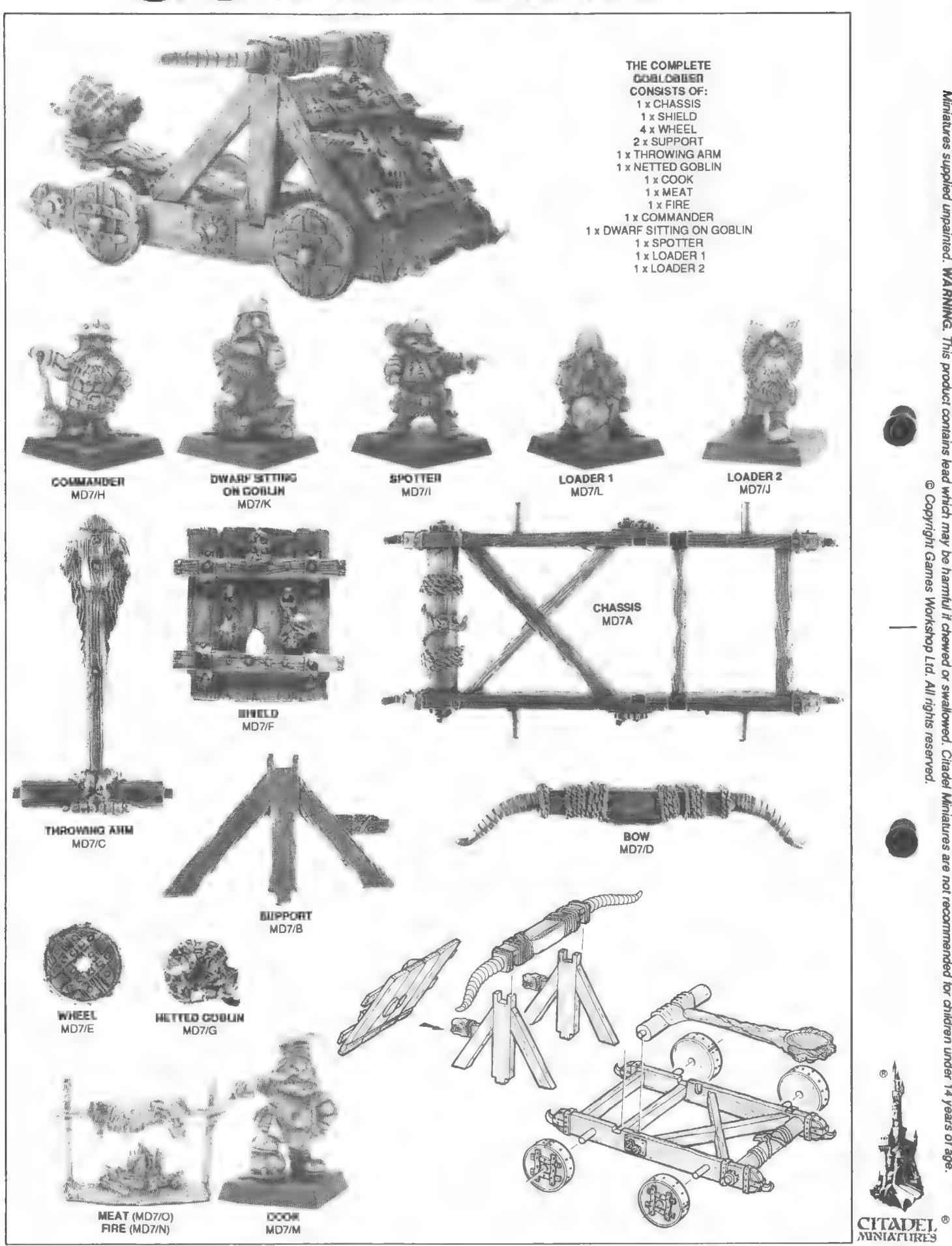
DWARF ENGINEERS



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GOBLOBBER



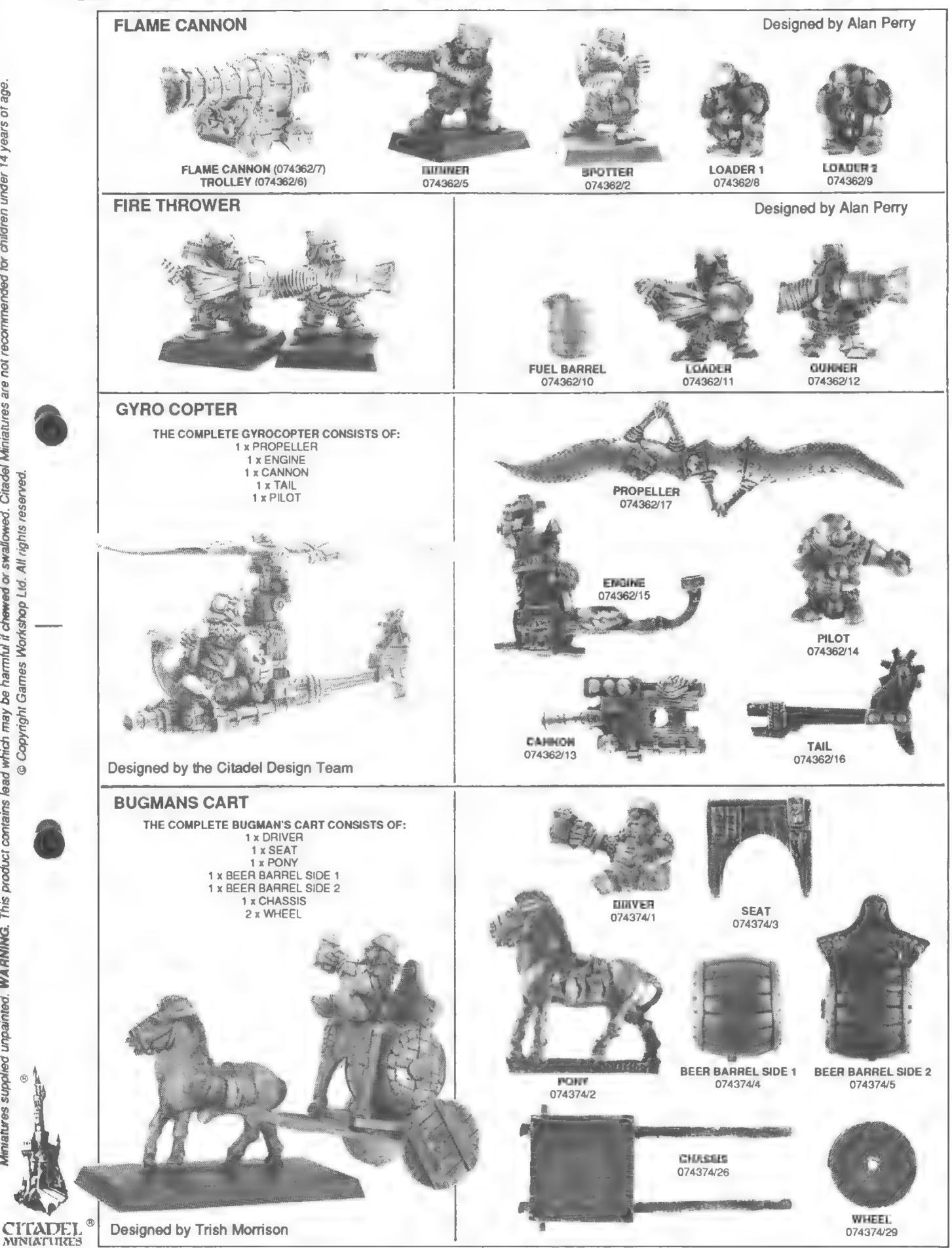
DWARF WAR MACHINES

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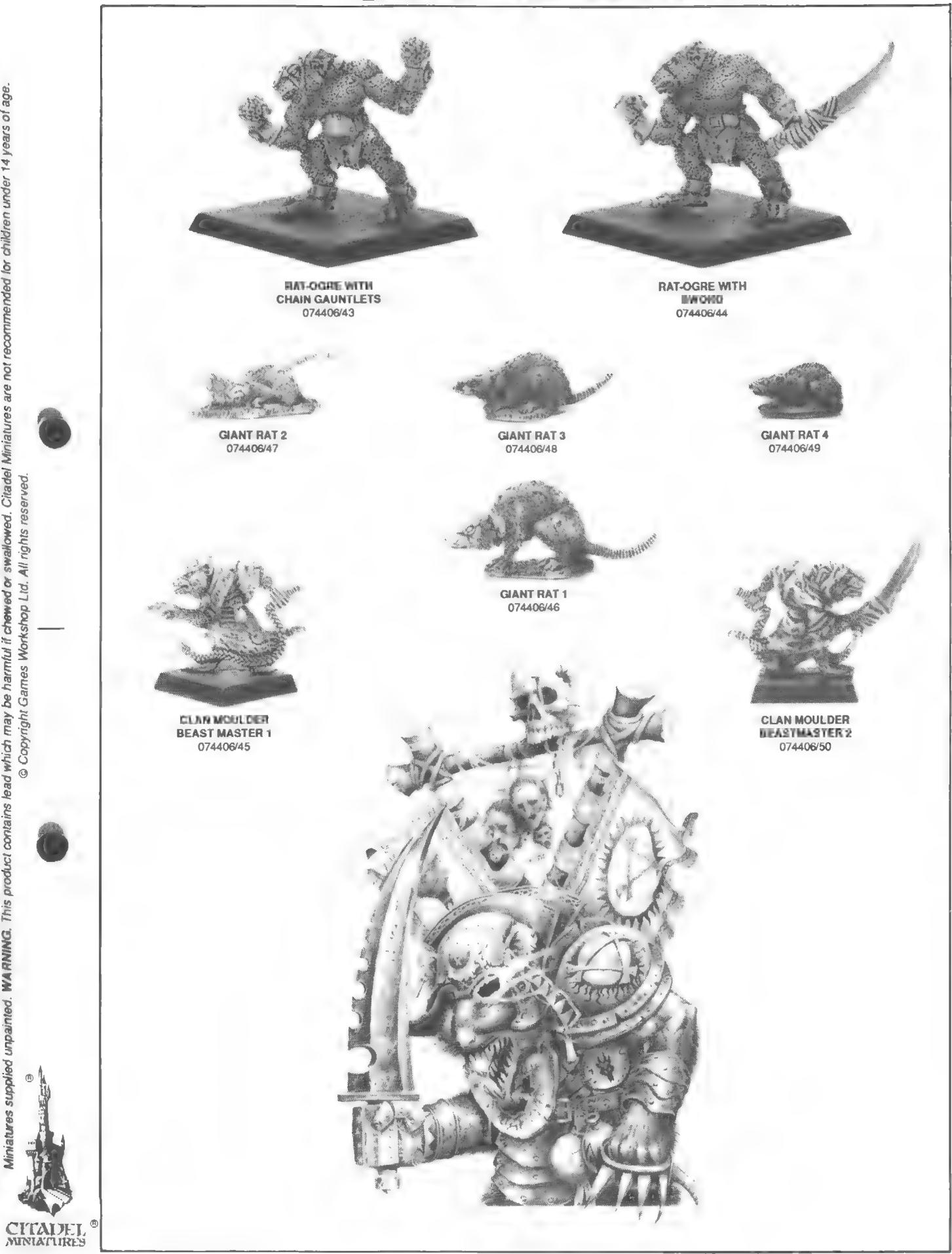
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SKAVEN



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SKAVEN



ADVENTURERS STARTER SET



MONSTER STARTER SET



MINIATURES

NAZGUL ON WINGED BEAST



FELLOWSHIP OF THE RING







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BRETONNIANS



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B

BRETONNIANS



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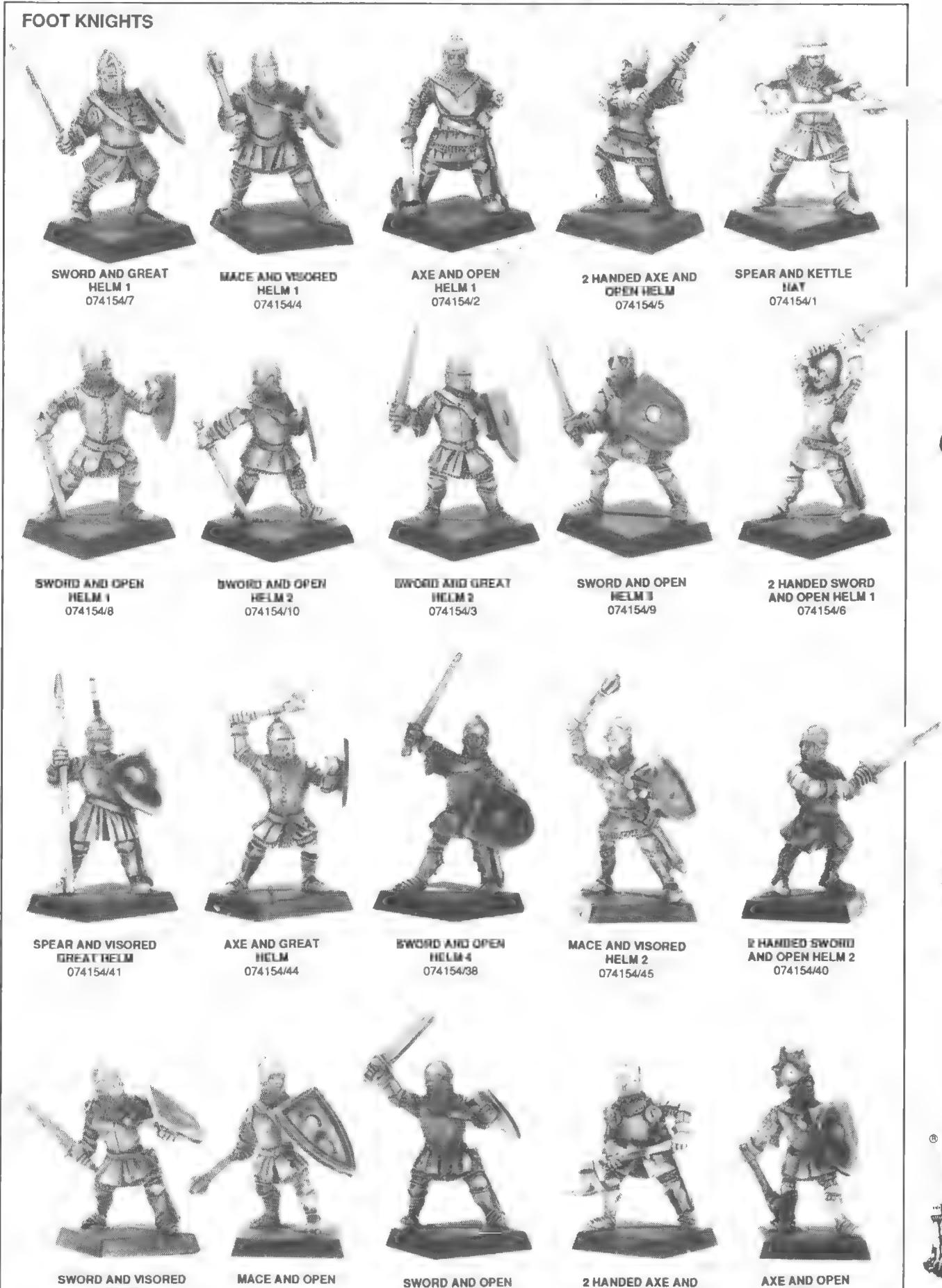
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BRETONNIANS



SELECT

074154/39

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HELLM

074154/46

RELM

074154/37

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GREAT MELM

074154/43

HELM 2

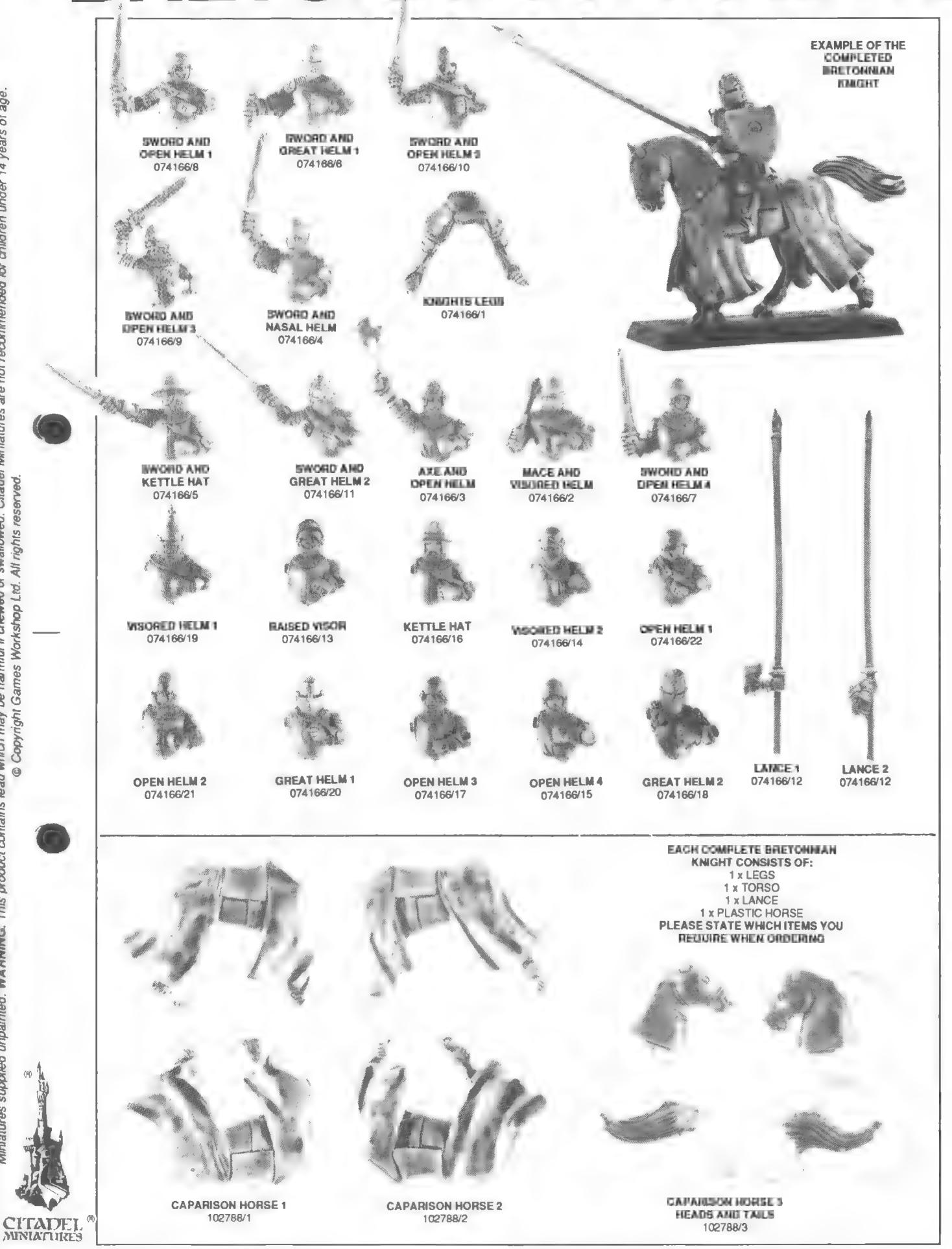
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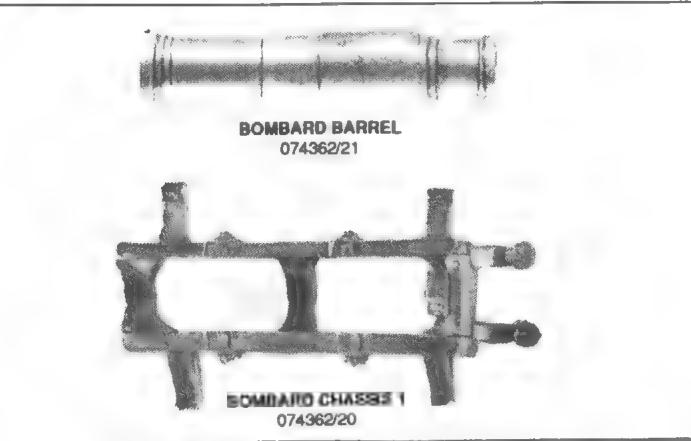


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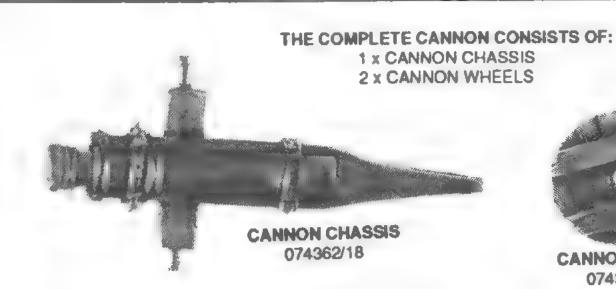
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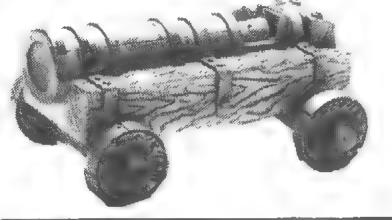


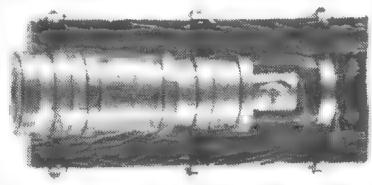




CANNON WHEEL 074362/19

BREACH LOADING BOMBARD

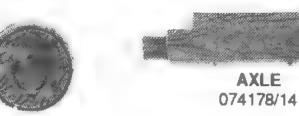




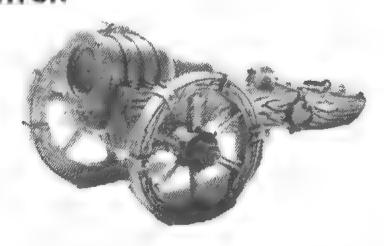
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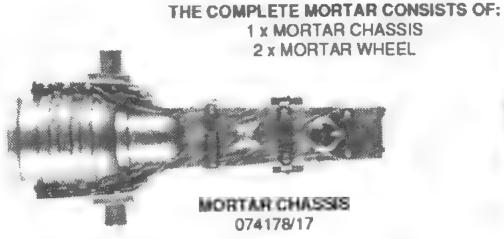
BOMBARD CHASSIS 2 BOMBARD WHEEL 074178/13





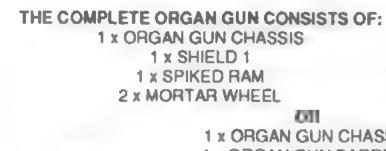
MORTOR

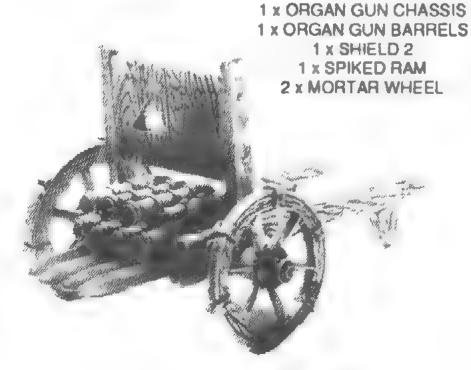


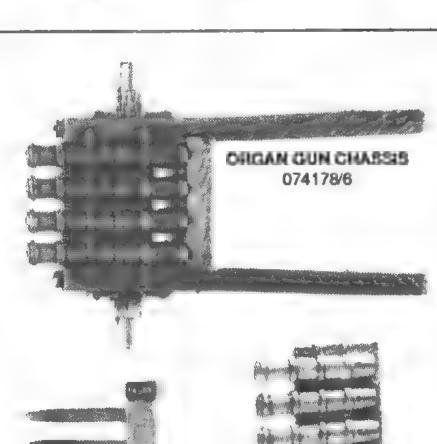


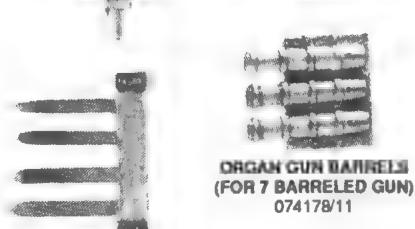


ORGAN GUN



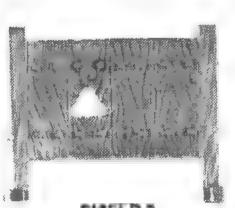




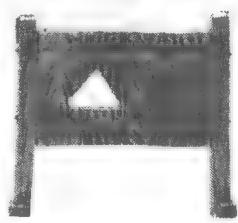


BPIKED RAM

074178/7



SHIELD 2 (FOR 4 BARRELED GUN) 074178/9



SHIELD 1 (FOR 7 BARRELED GUN) 074178/10



WAR MACHINES

POT DE FEU (EARLY BRETONNIAN CANNON)

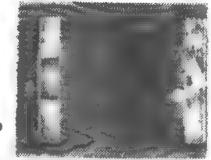


TRESTLE LEGS

CANHON BODY 074178/19

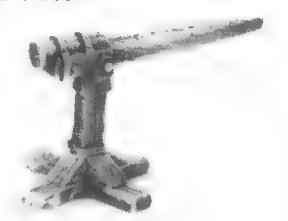
074178/18

THE COMPLETE POT DE FEU CONSISTS OF: 1 x CANNON BODY 1 x TRESTLE TOP 2 x TRESTLE LEGS



TRESTLE TOP 074178/20

SWIVEL GUN



THE COMPLETE SWIVEL GUN CONSISTS OF: 1 x SWIVEL GUN 1 x SWIVEL GUN SUPPORT



SWIVEL GUN SUPPORT

074178/23

BALLISTA



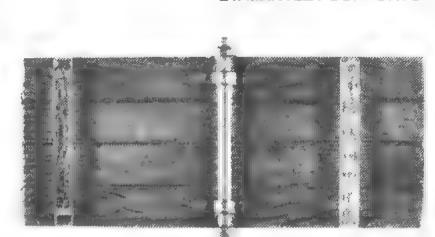


WINDING HANDLE 074178/26

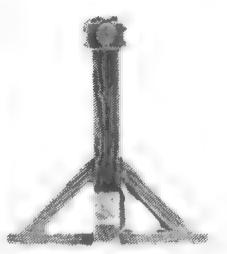
CROSSBOW SUPPORT 074178/25



THE COMPLETE MANTLET CONSISTS OF: 1 x MANTLET SHIELD 2 x MANTLET SUPPORTS



MANTLEY BRIELD 074178/27



MANTLET SUPPORT 074178/28

WAR MACHINE CREW



GUNRER'S 074178/1



LOADER 074178/2



GUNNER 2 074178/3

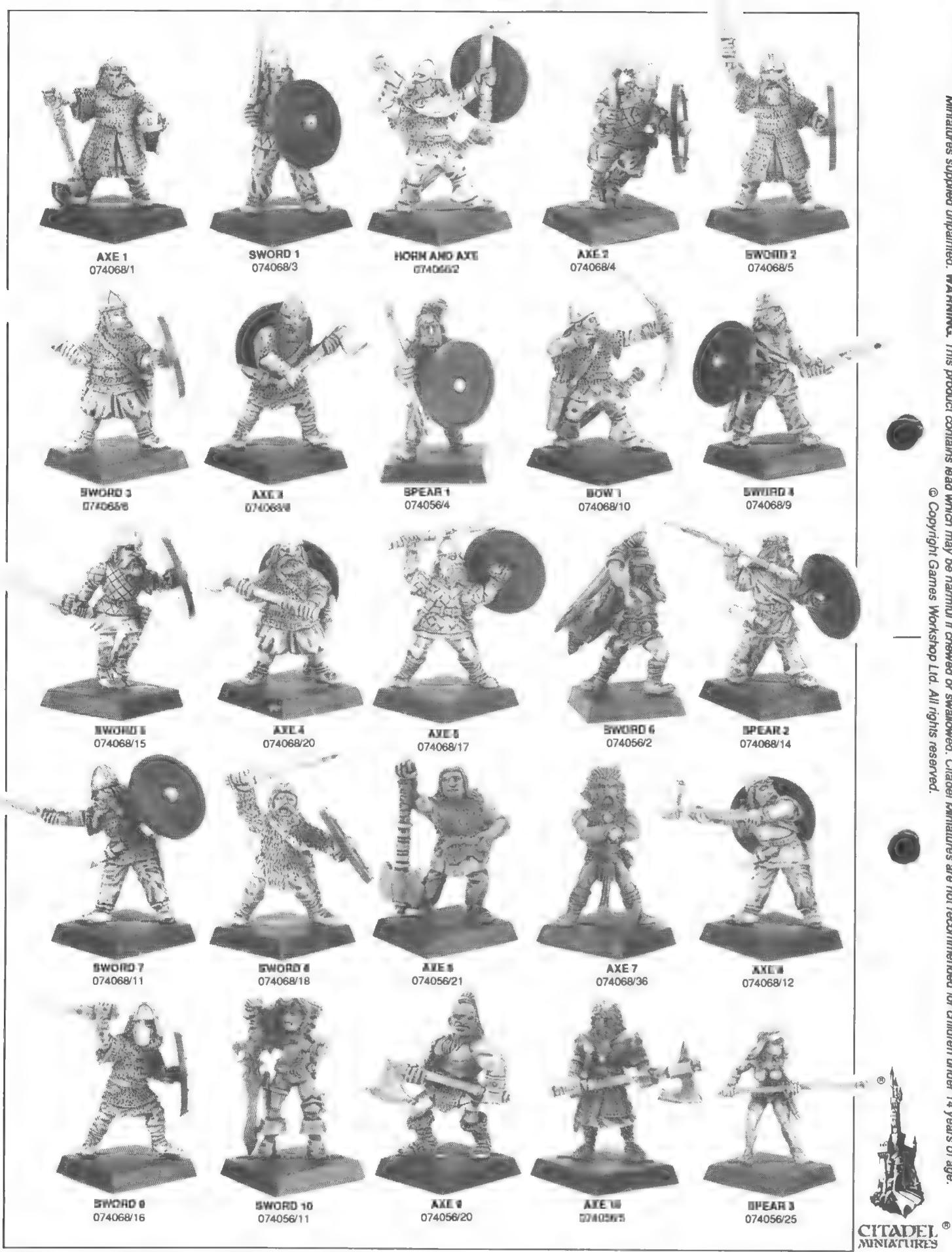


LABOURER 1 074178/4

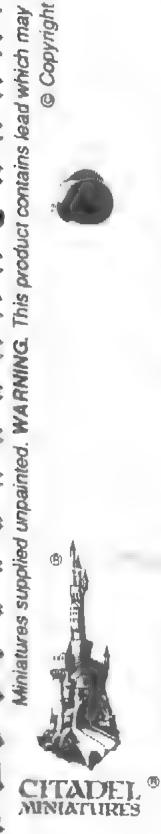


LABOURER 2 074178/5

NORSE



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SWOUD 17

074068/21

AXE 14 074068/22

IWOHO till

074056/13

W COSW

074056/23

BOW 6

074068/29





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WIZARDS



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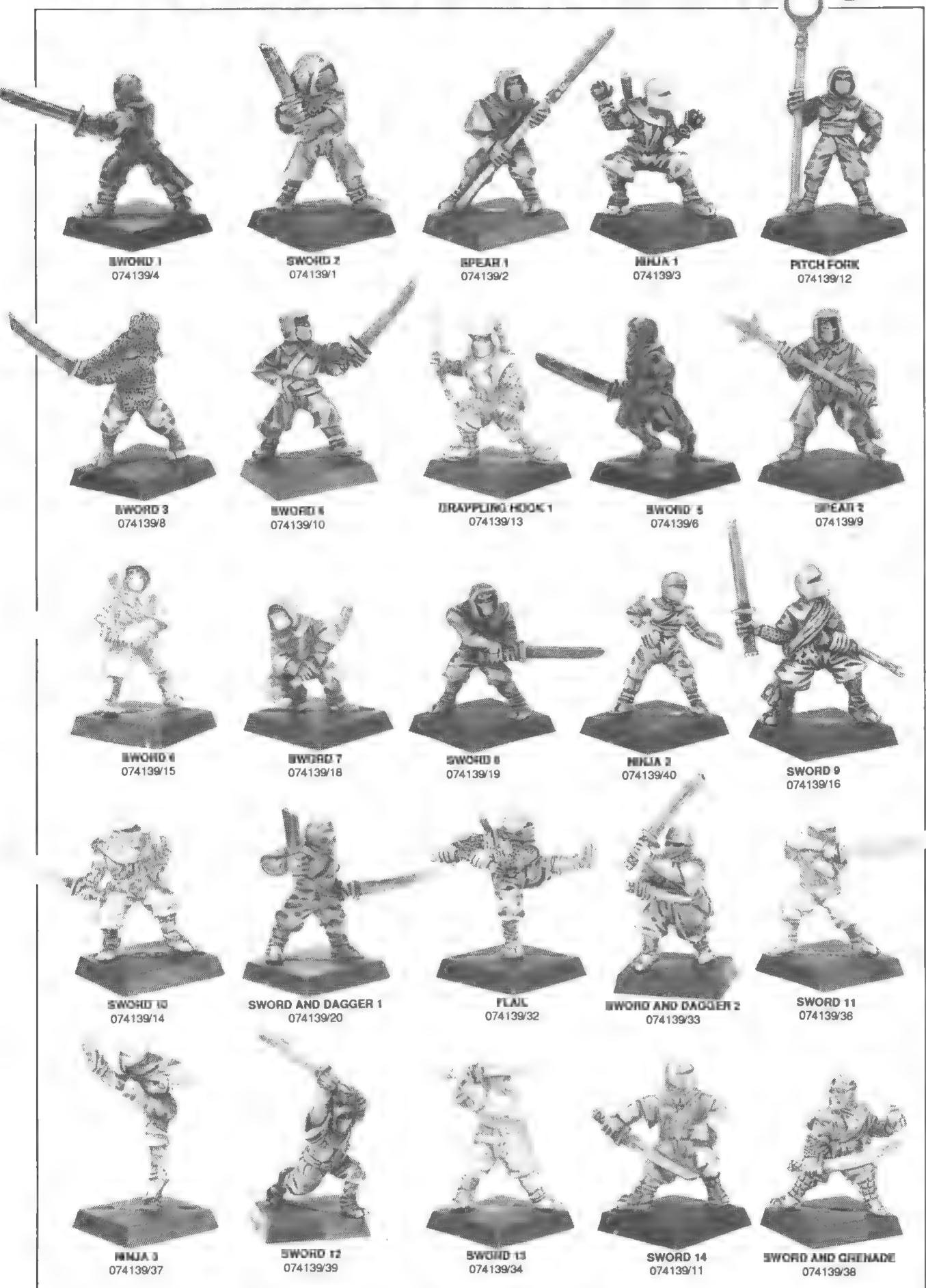
WIZARDS



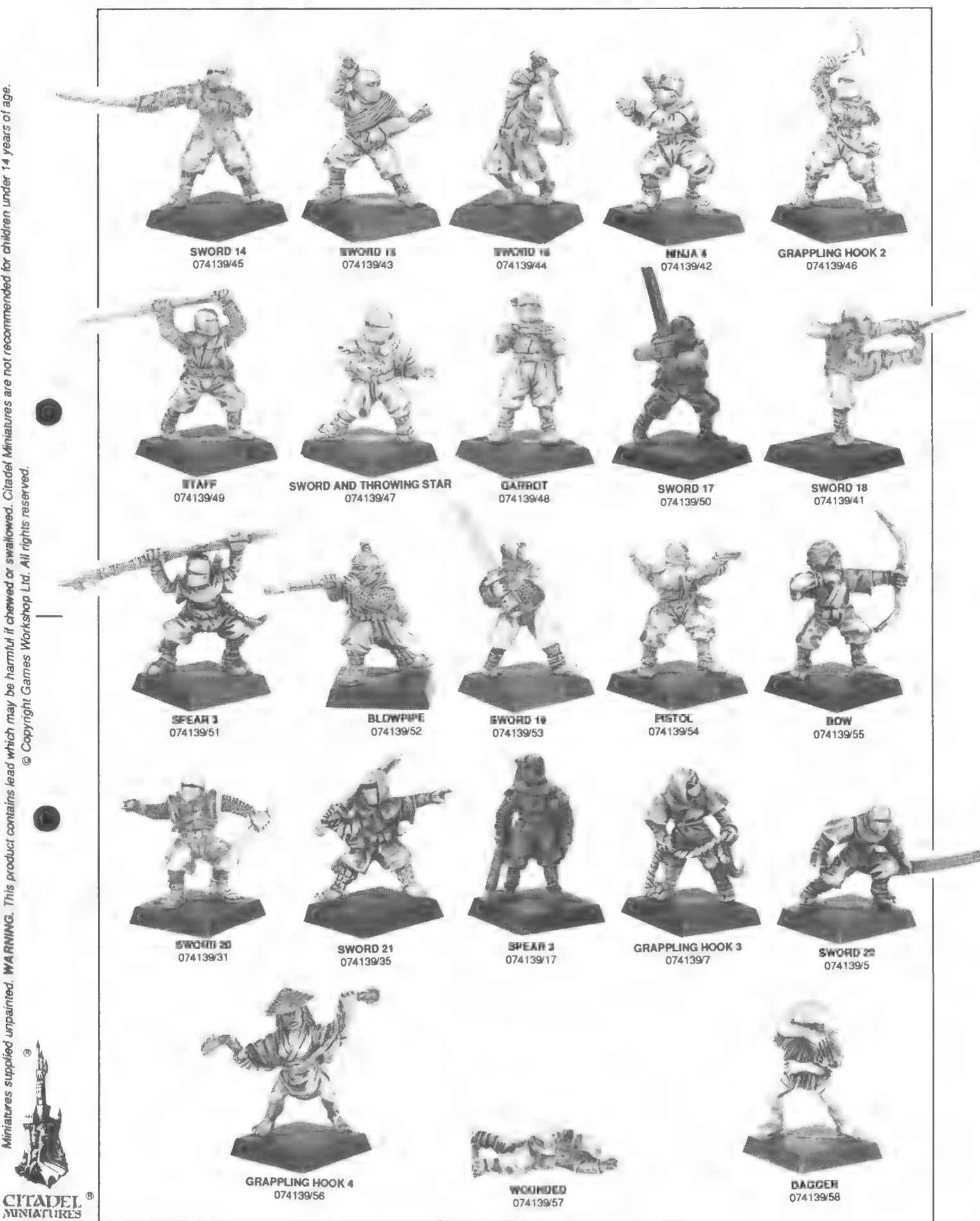
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NINJA ASSASSINS



NINJA ASSASSINS



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BLOODTHIRSTER GREATER DAEMON OF KHORNE



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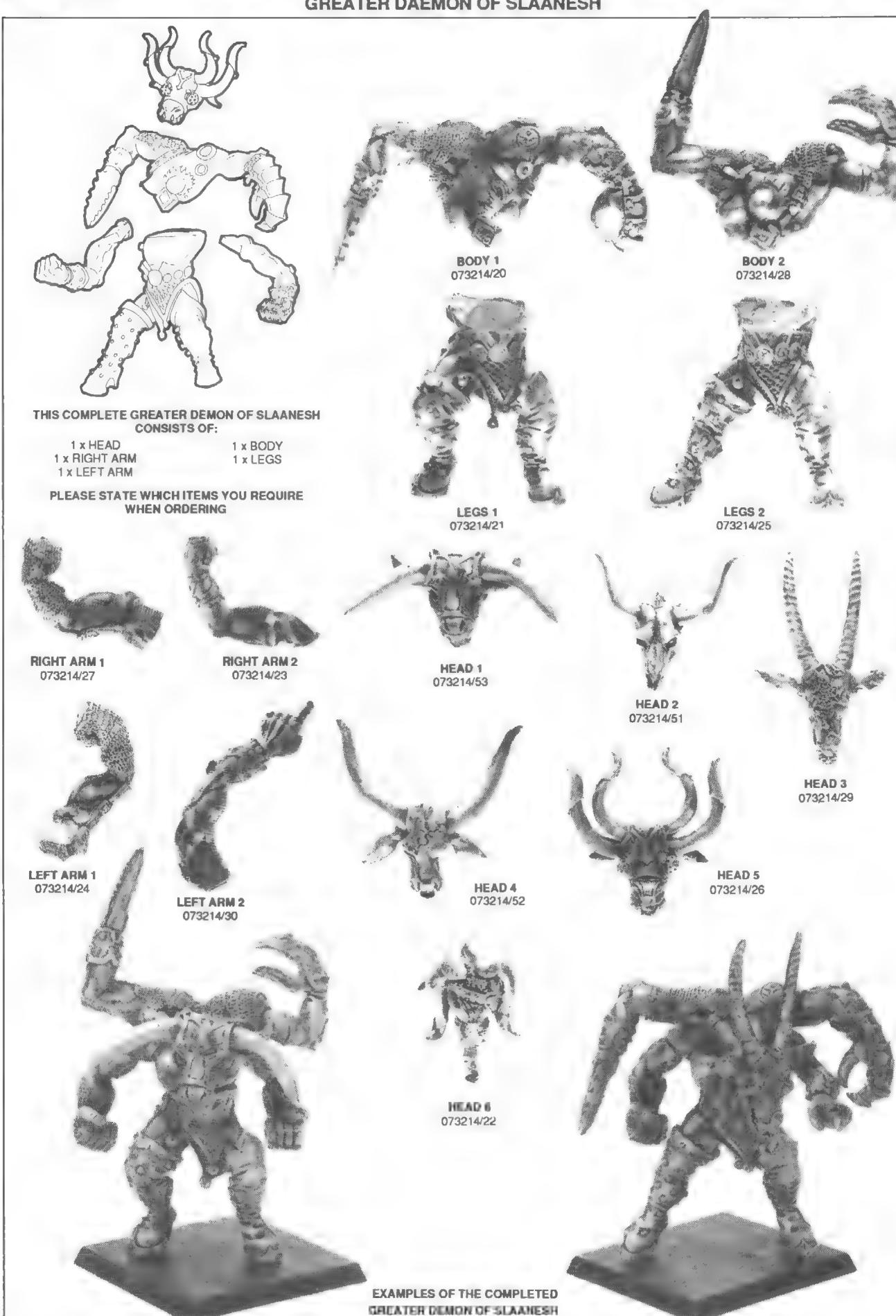
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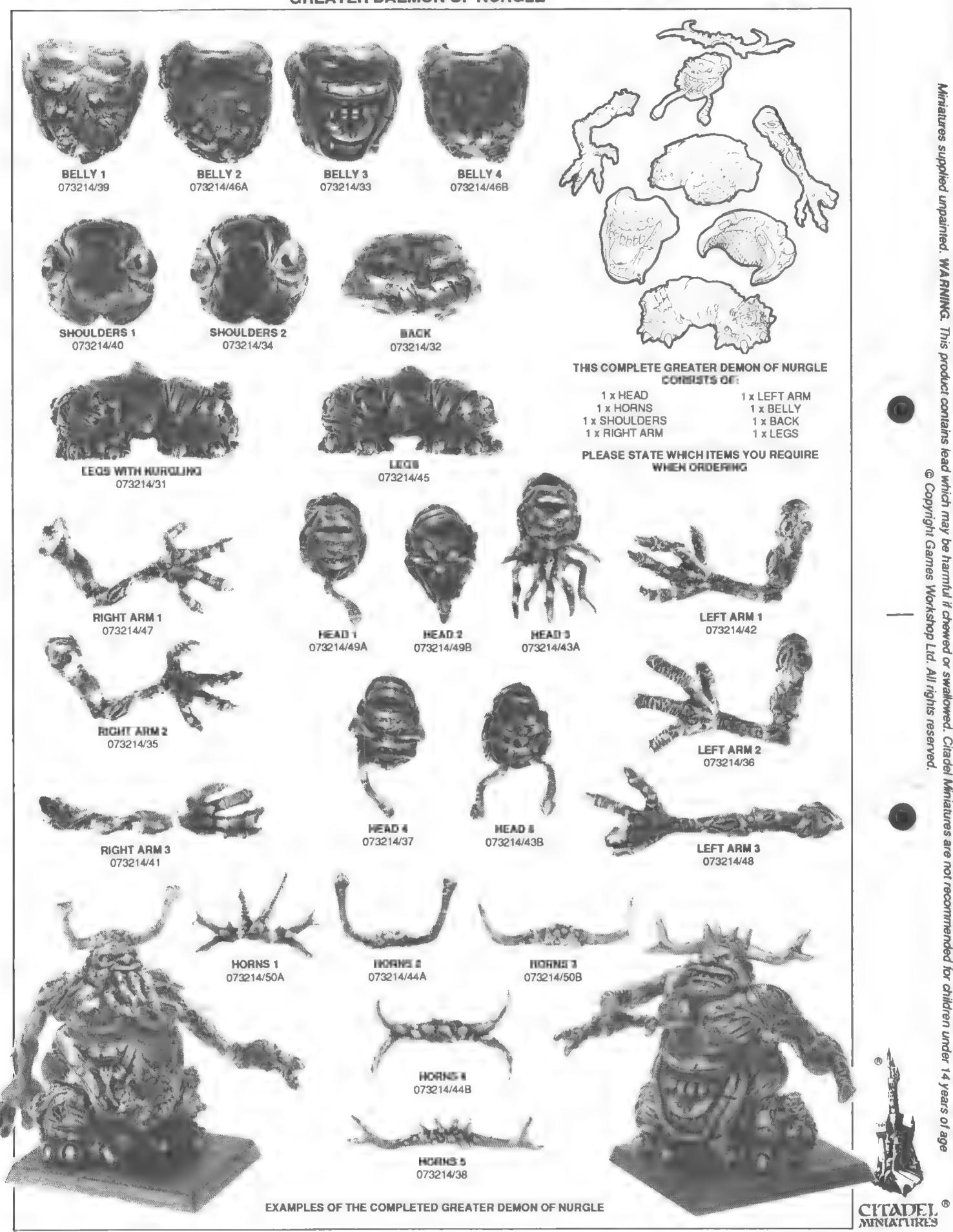
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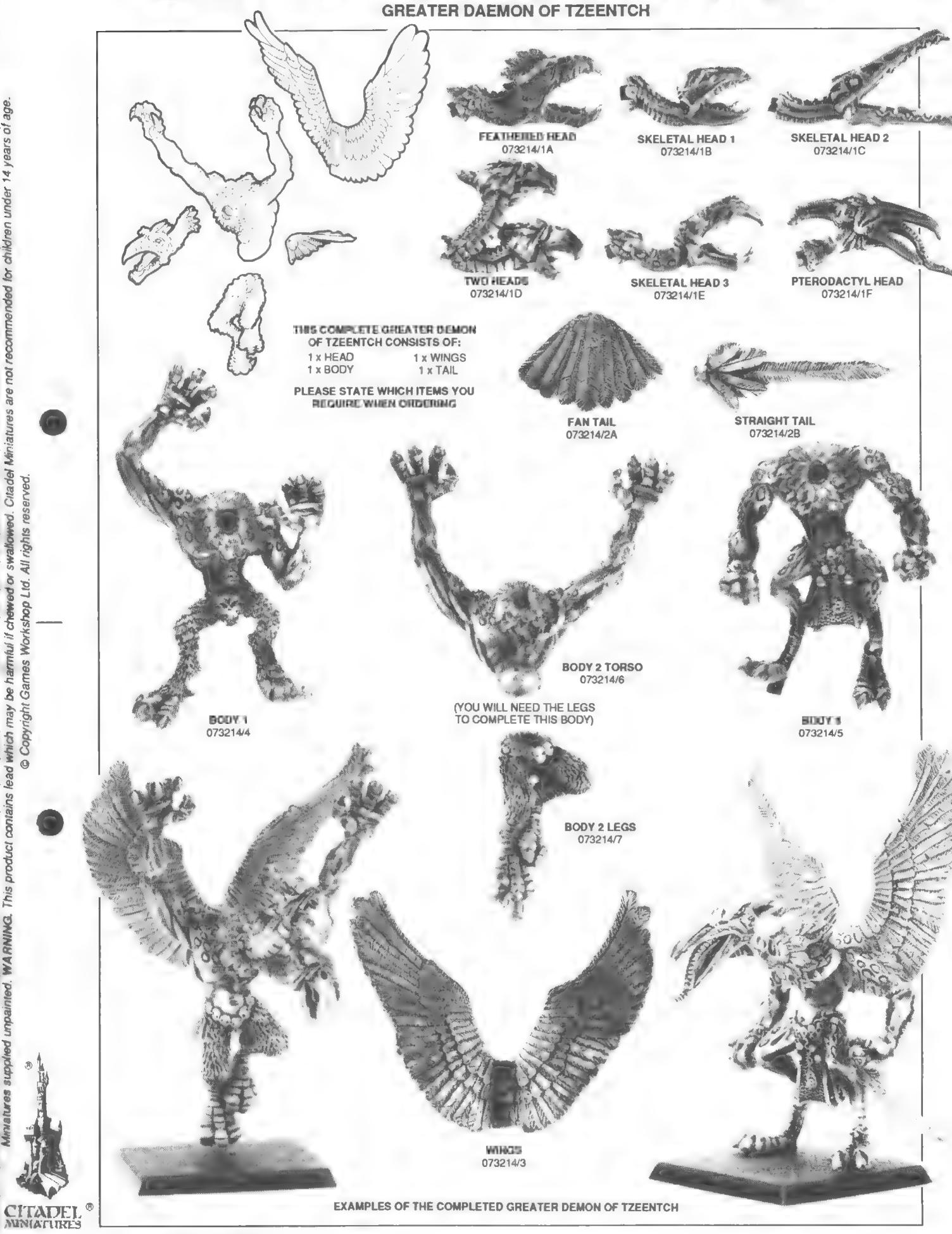
KEEPEROF SECRETS
GREATER DAEMON OF SLAANESH



Designed by Michael Perry

GREAT UNCLEAN ONE GREATER DAEMON OF NURGLE



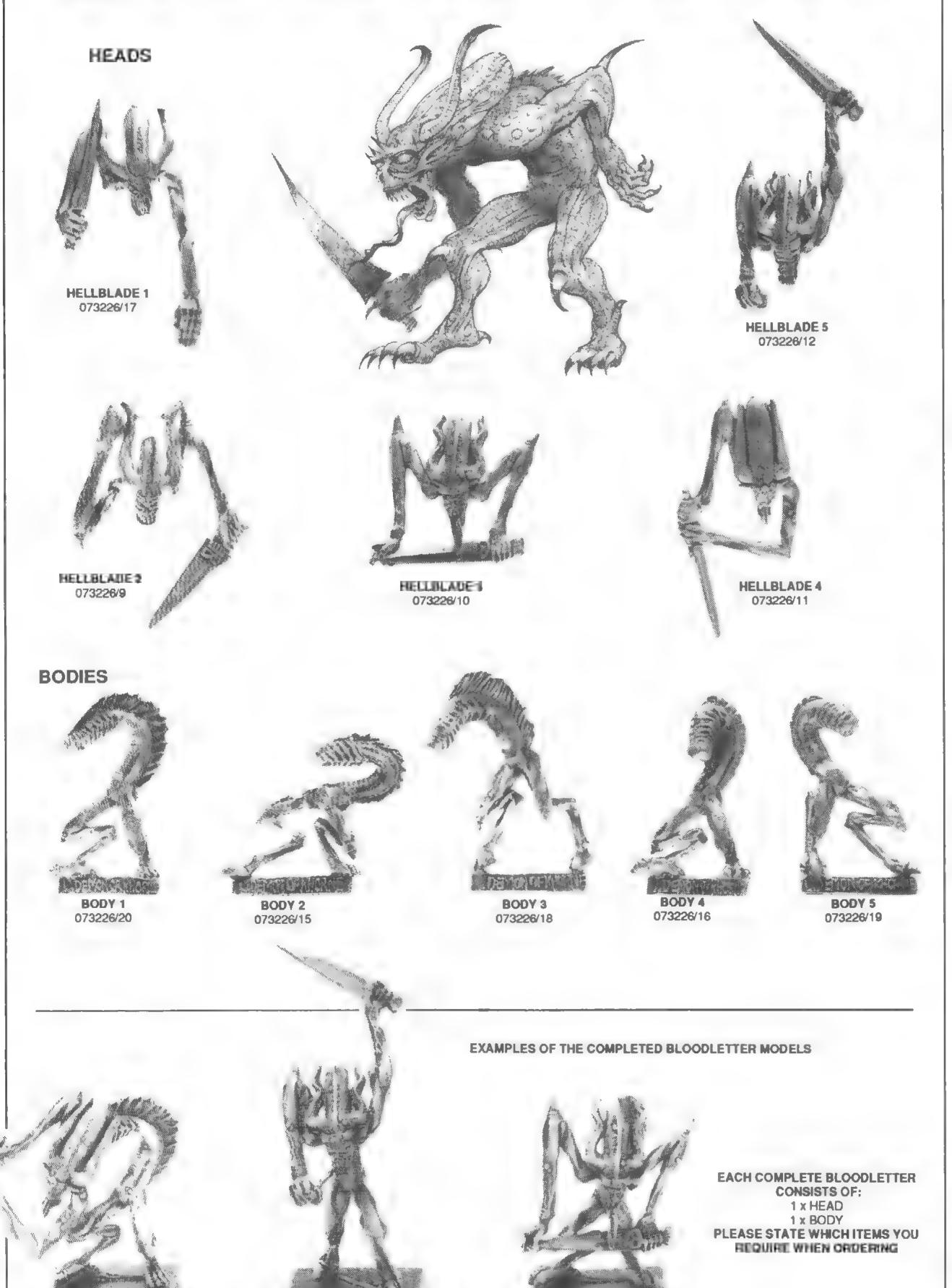


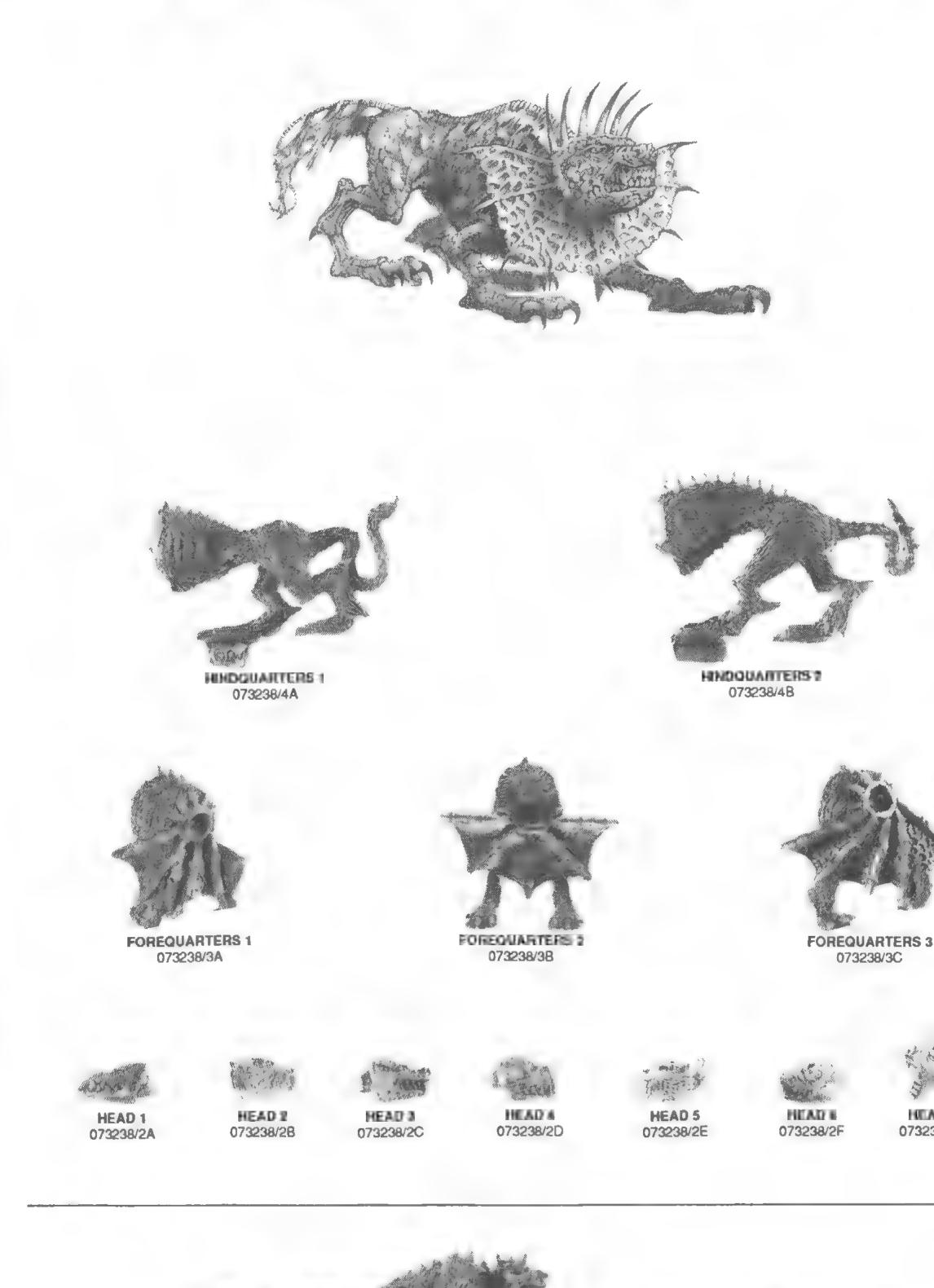
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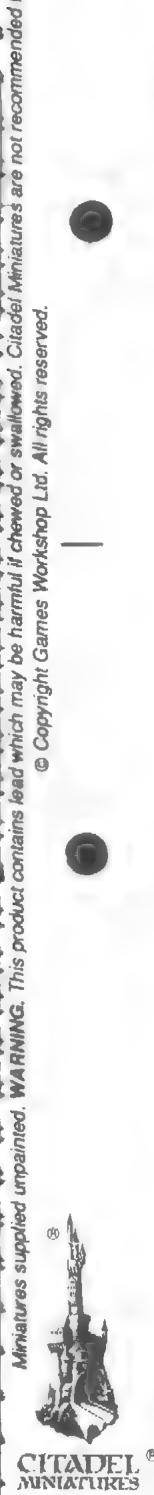


EACH COMPLETE FLESH HOUND CONSISTS OF: 1 x HINDQUARTERS 1 x FOREQUARTERS 1 x HEAD PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING

073238/3C

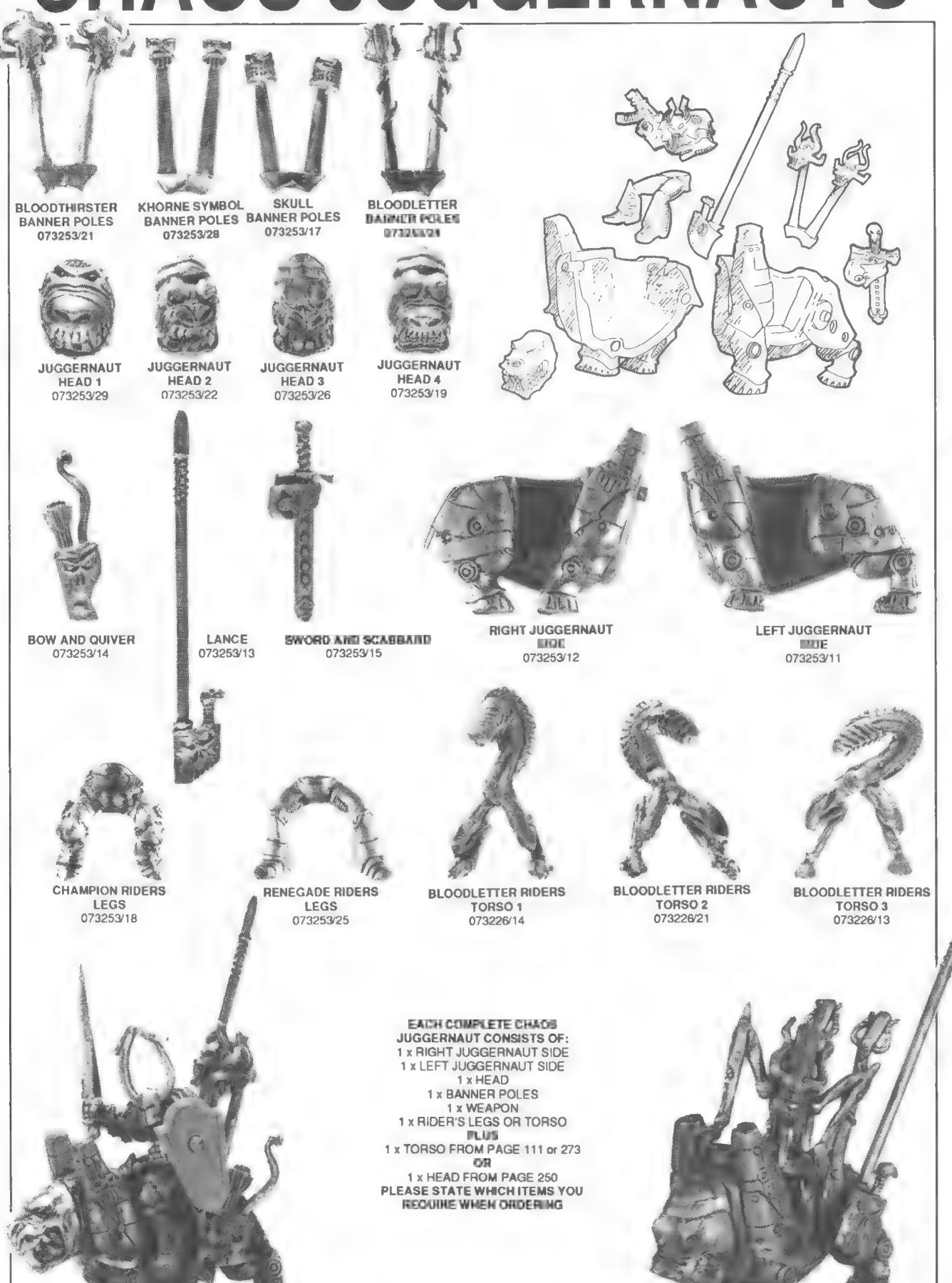
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EXAMPLE OF THE COMPLETED FLESH HOUND MODEL



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CHAOS JUGGERNAUTS



EXAMPLES OF THE COMPLETED CHAOS JUGGERNAUT MODELS

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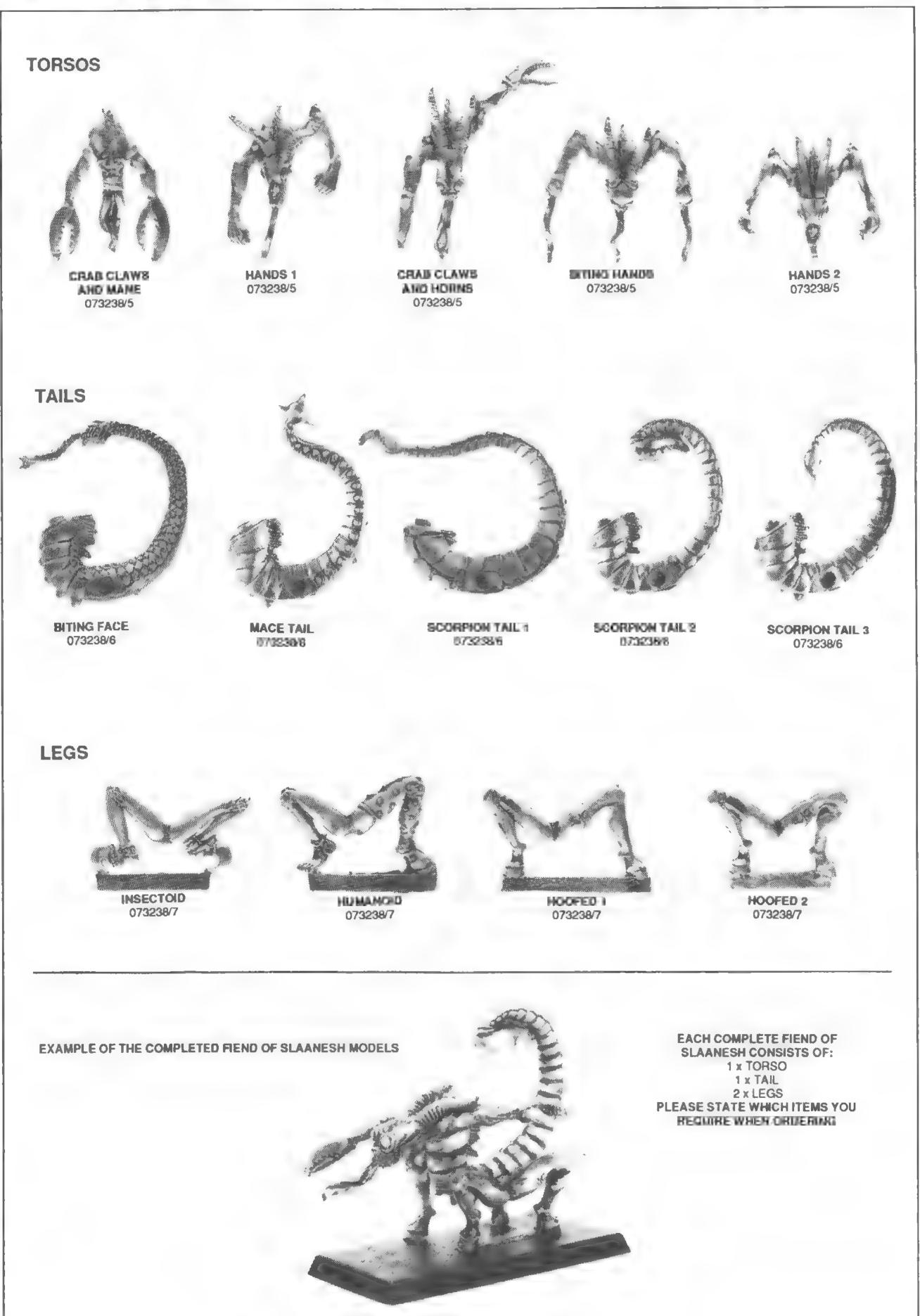
DAEMONETTES OF SLAANESH



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FIENDS OF SLAANESH





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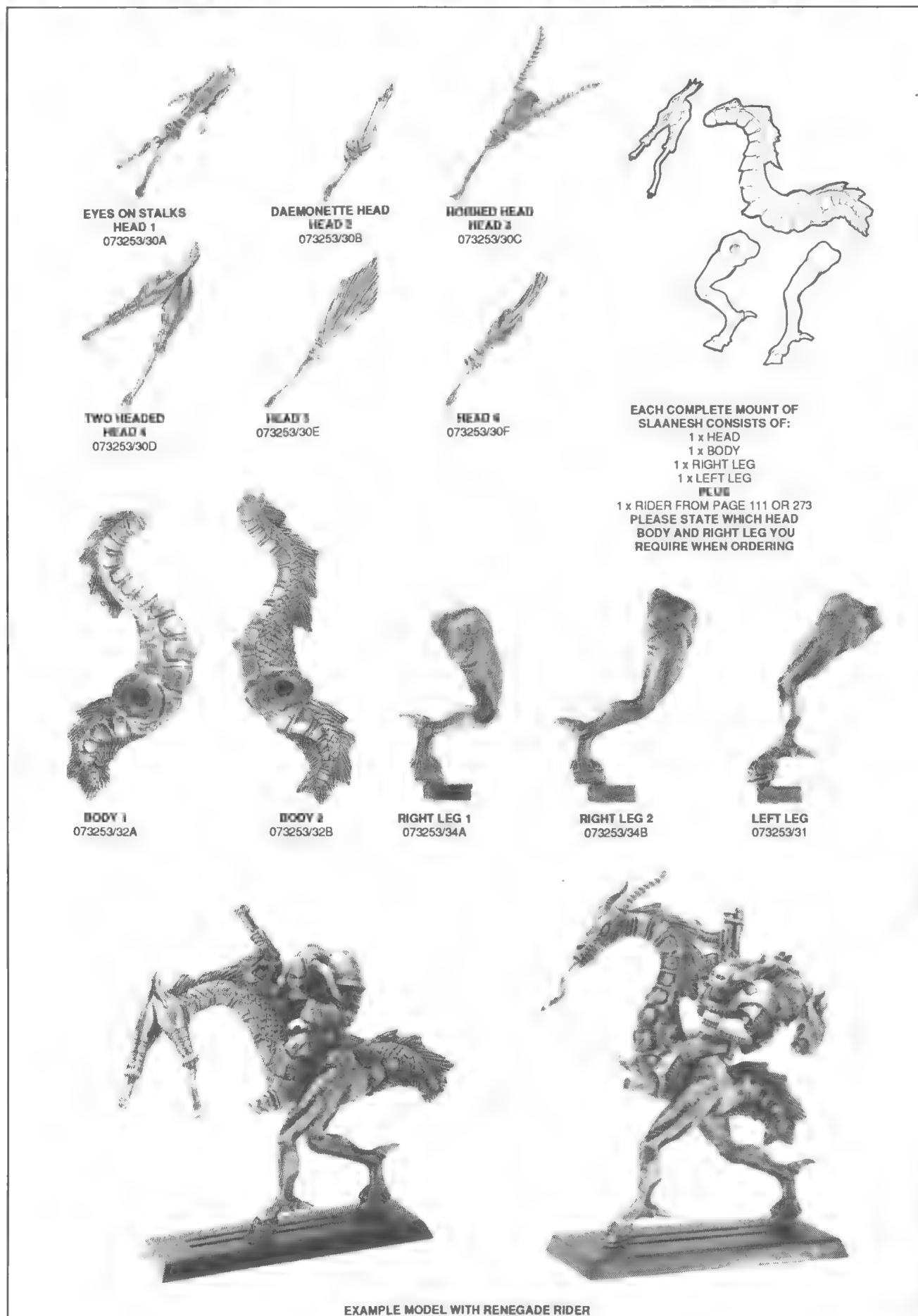
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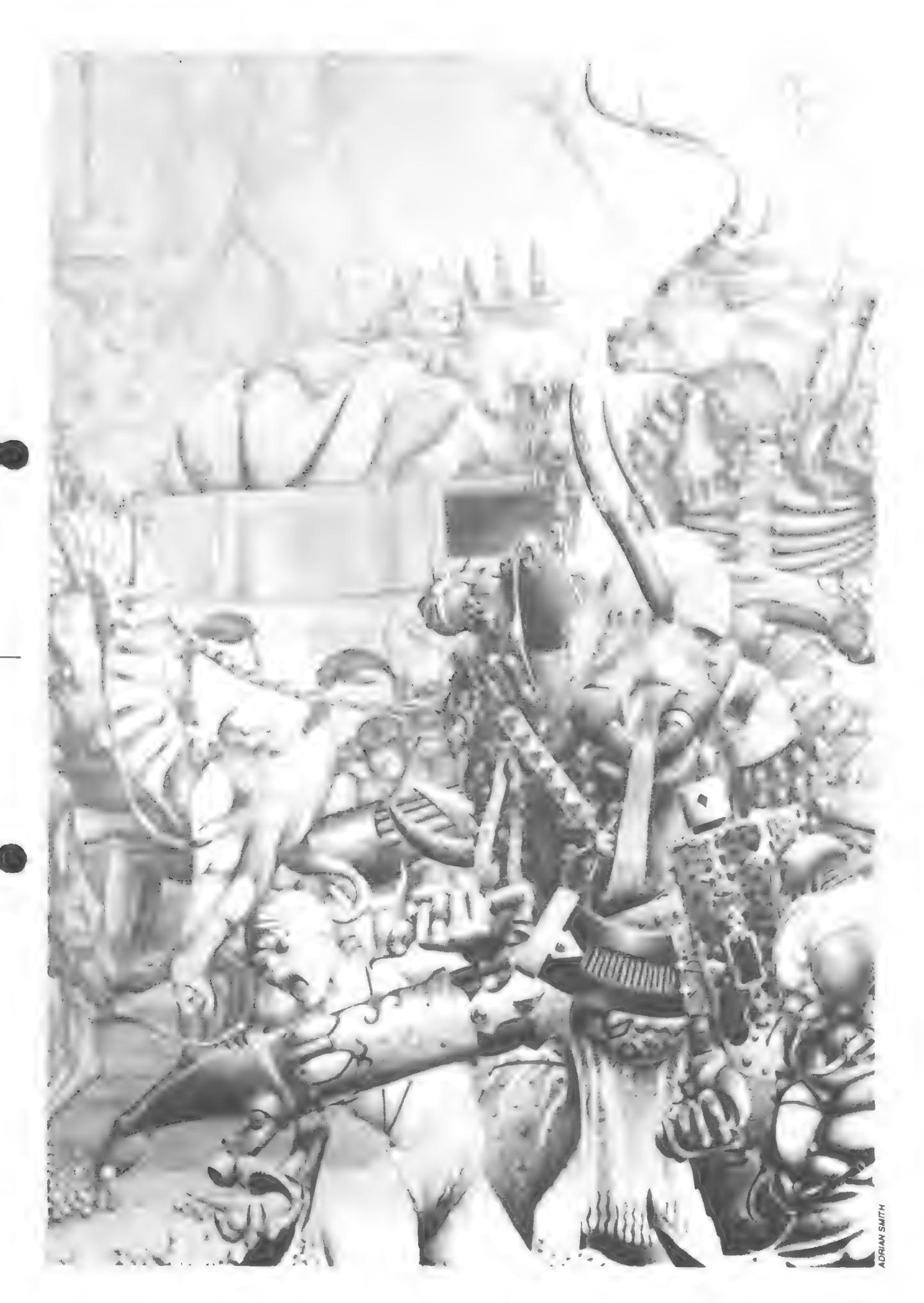
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MOUNTS OF SLAANESH



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PLAGUEBEARERS



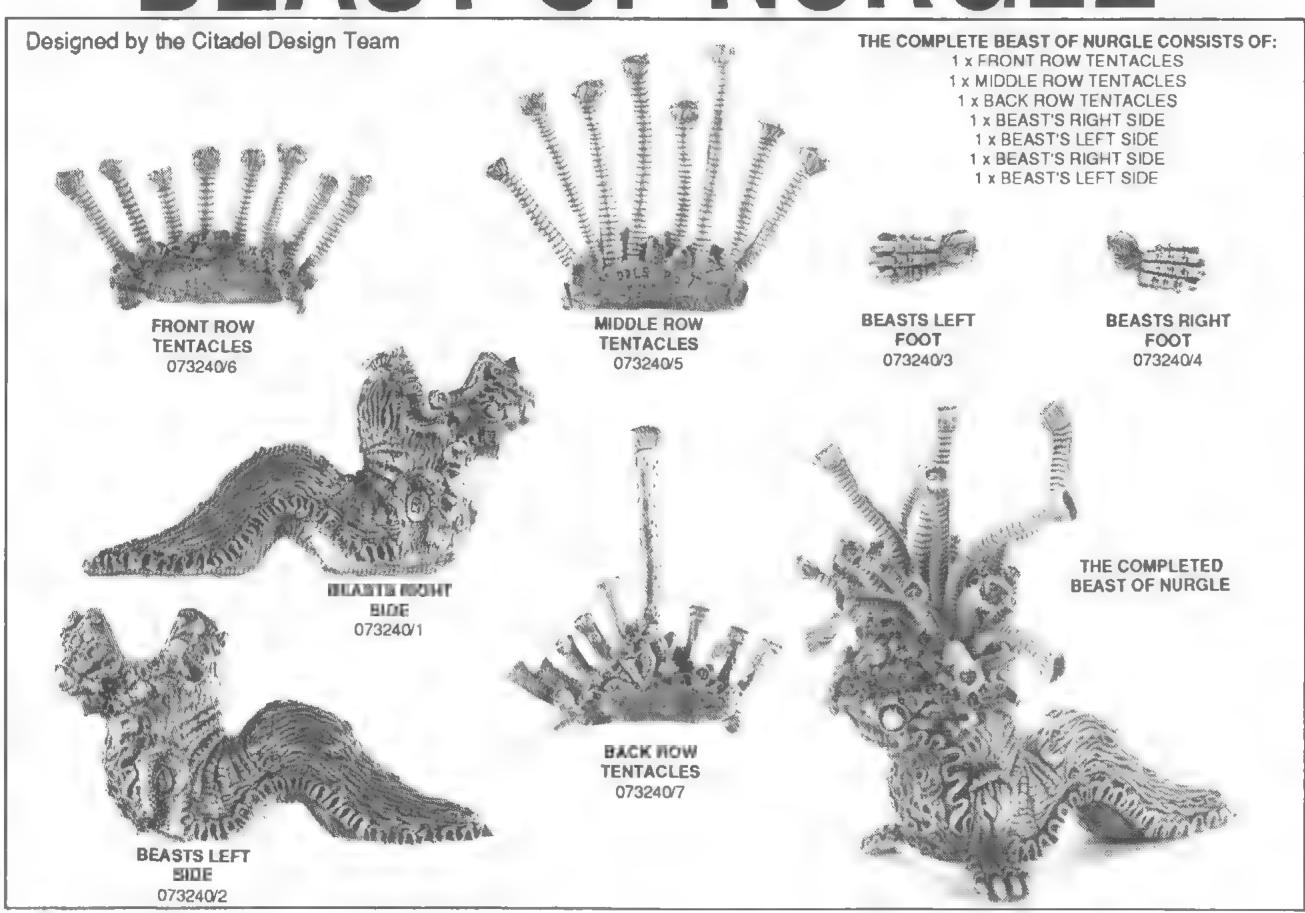
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NURGLINGS



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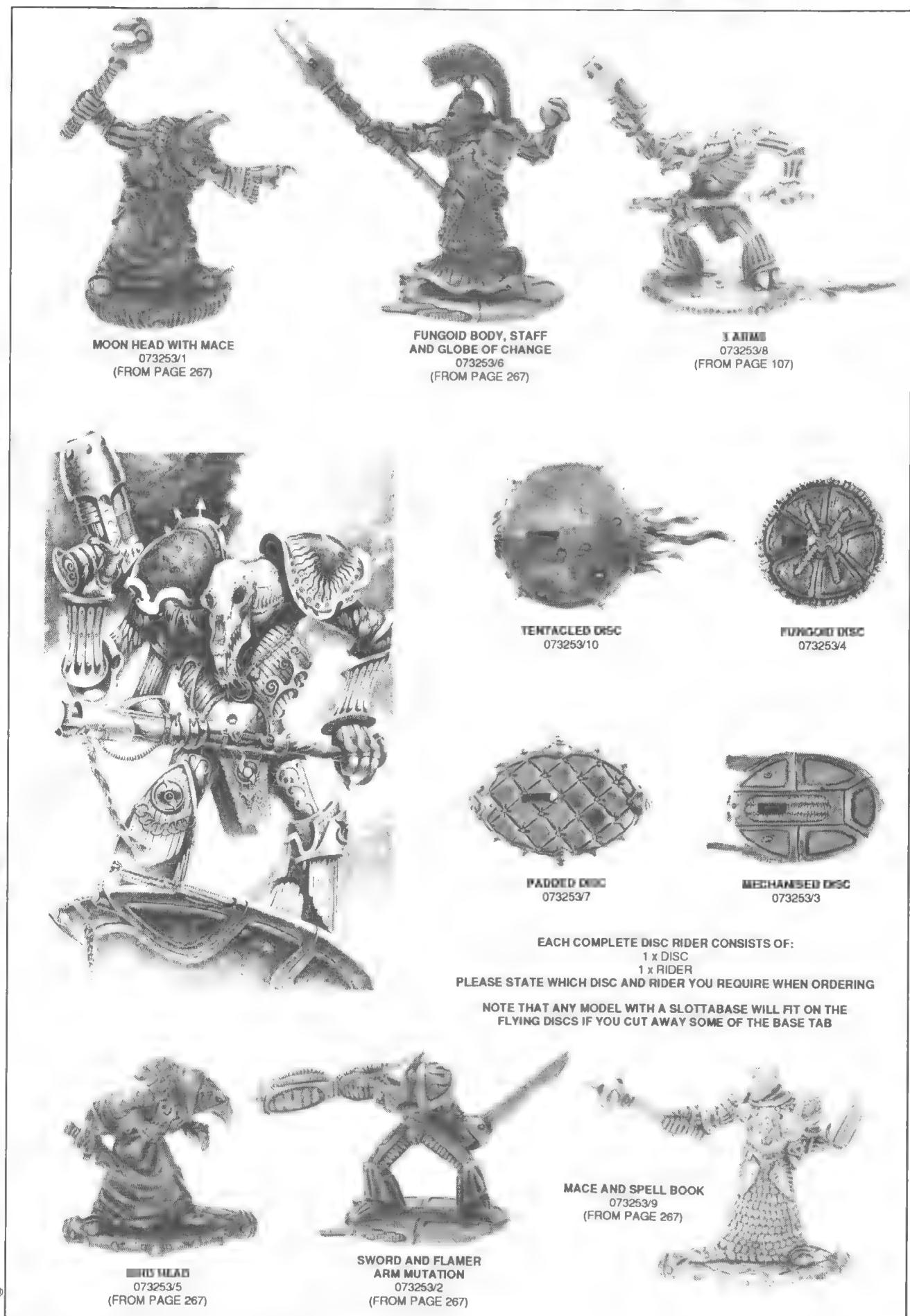




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EXAMPLE OF THE ASSEMBLED PALANQUIN

FLYING DISCS



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TITADEL UNIATURES

PINK HORRORS



BLUE HORRORS



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CHAMPIONS OF KHORNE



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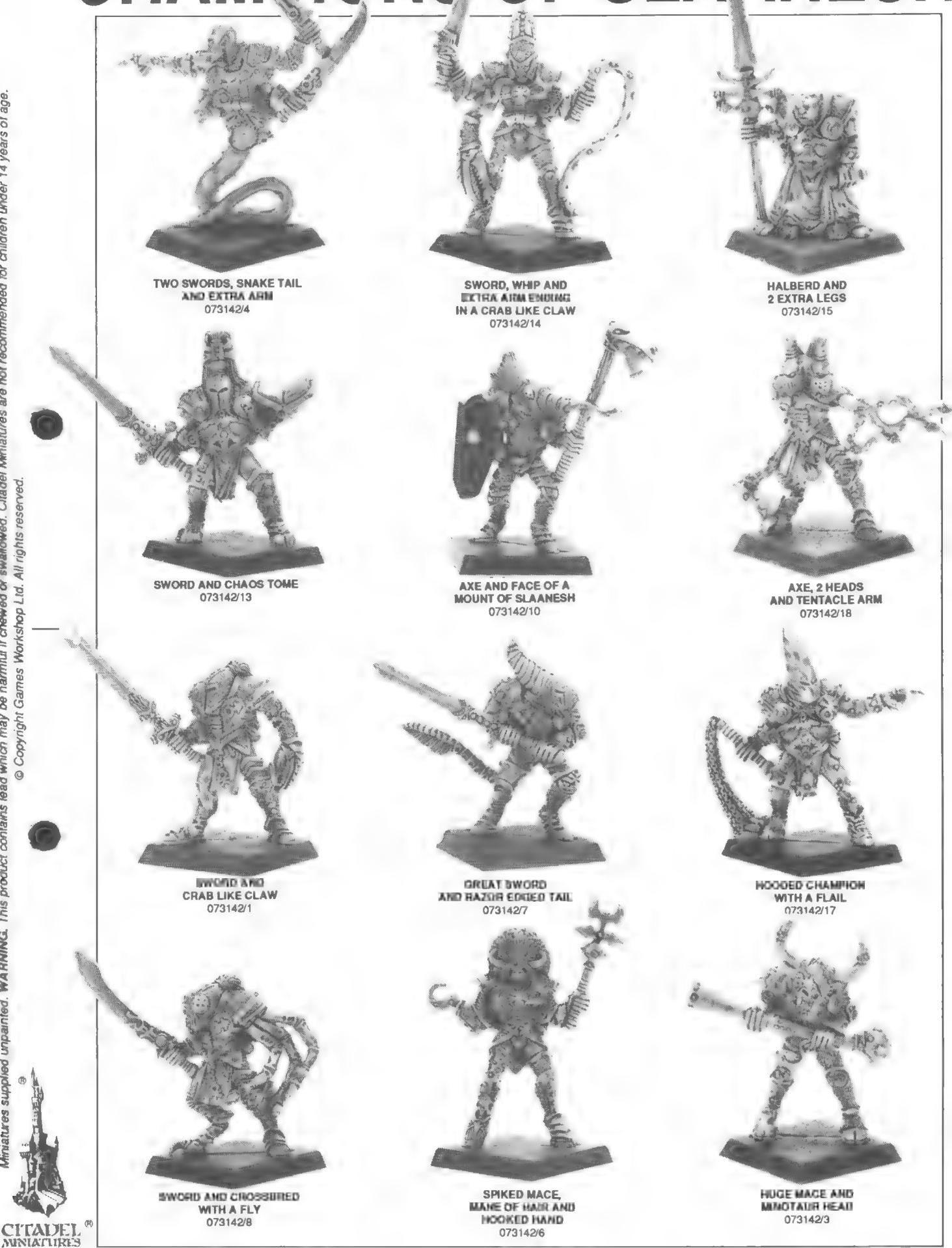
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AND A TECH WEAPON

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CHAMPIONS OF SLAANESH



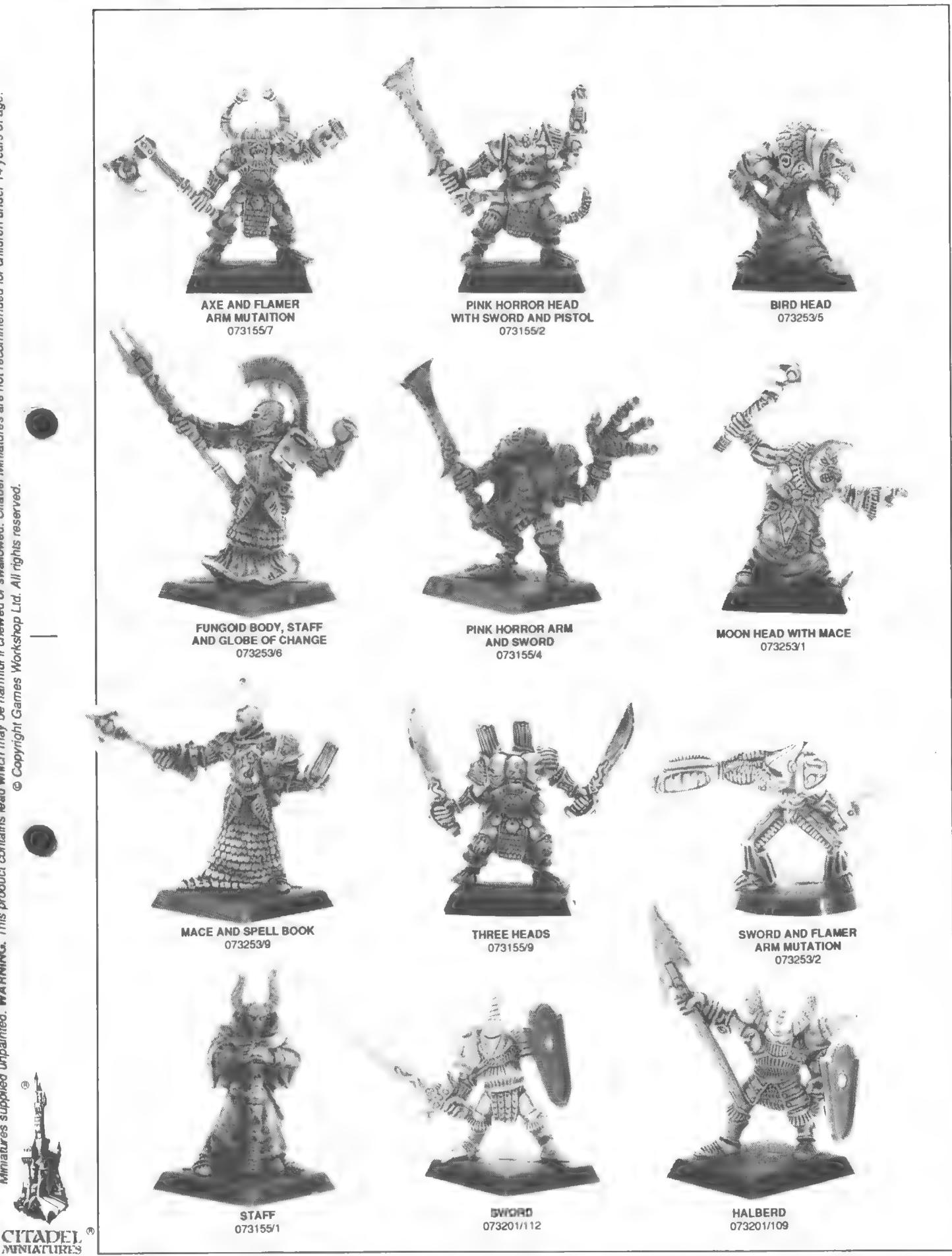
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CHAOS WARRIORS



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CHAOS WARRIORS



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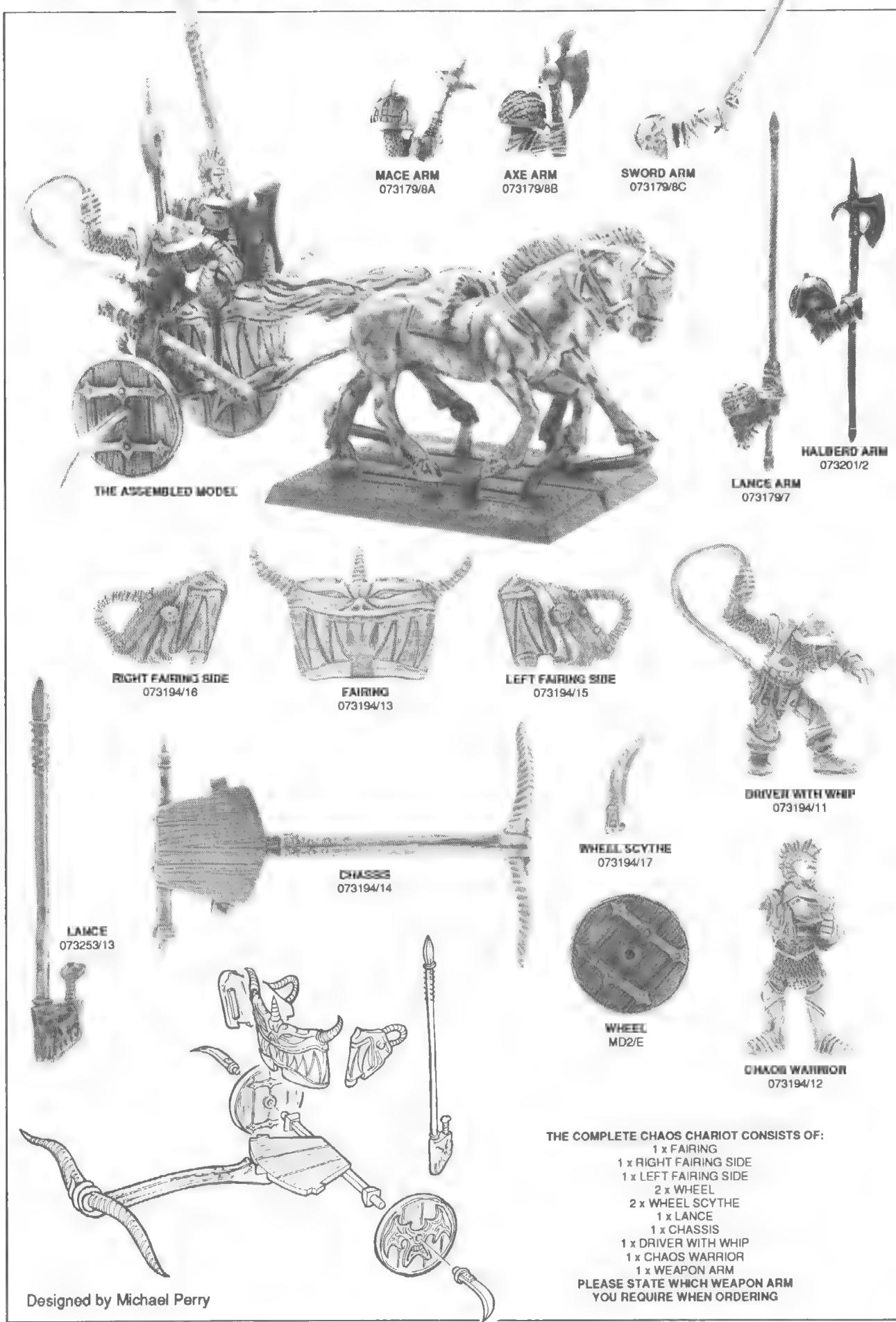




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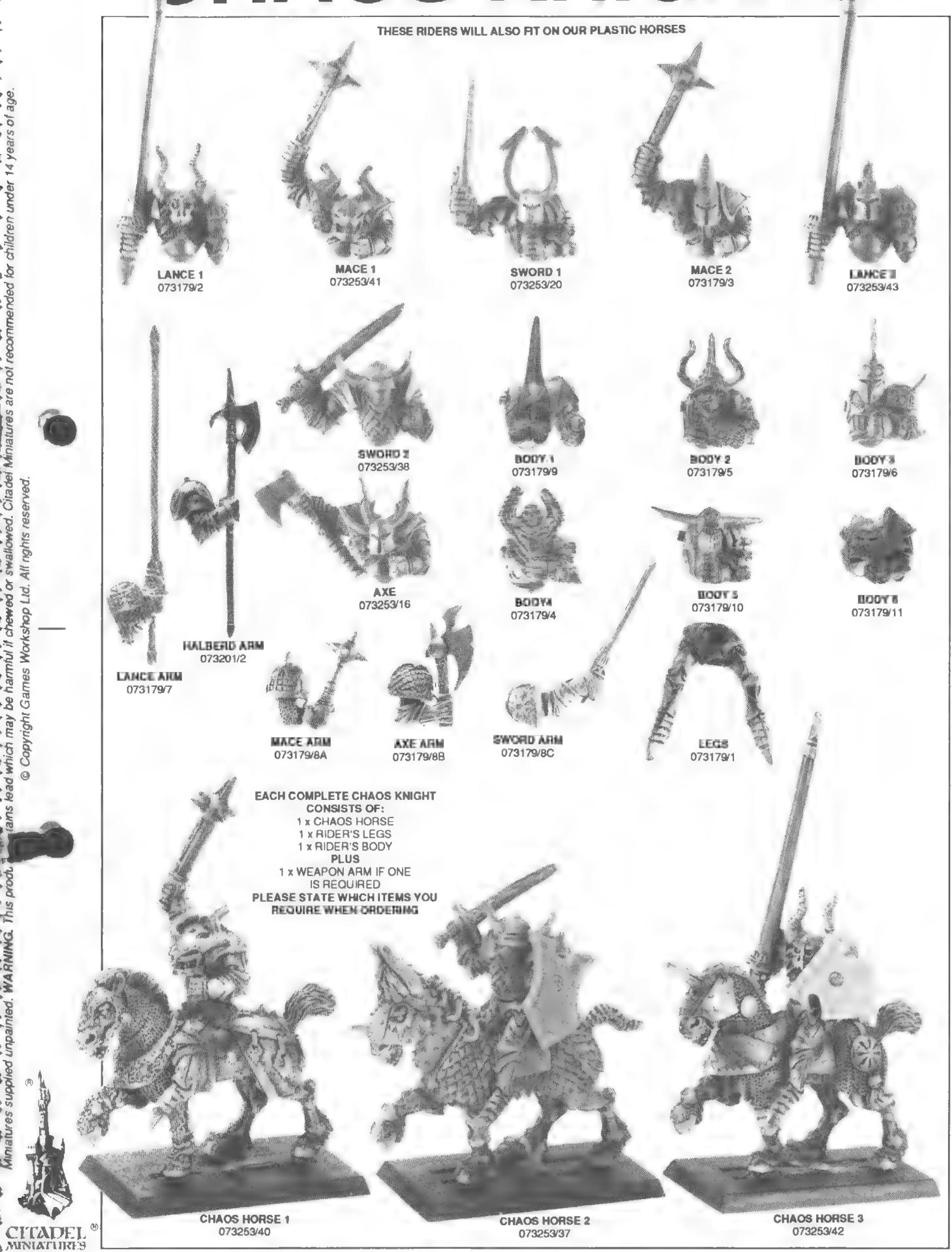
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CHAOS CHARIOT





CHAOS KNIGHTS



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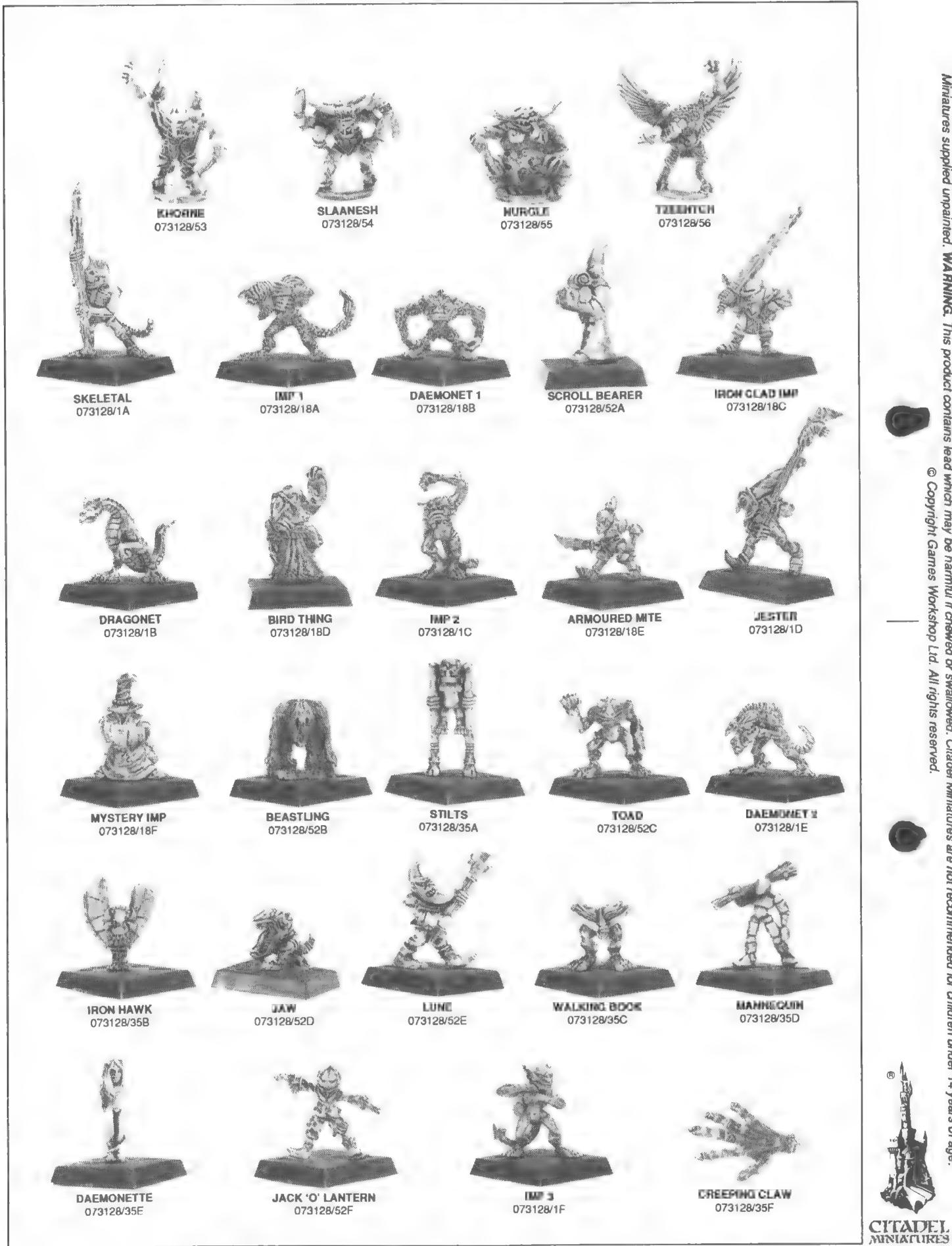


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CHAOS FAMILIARS



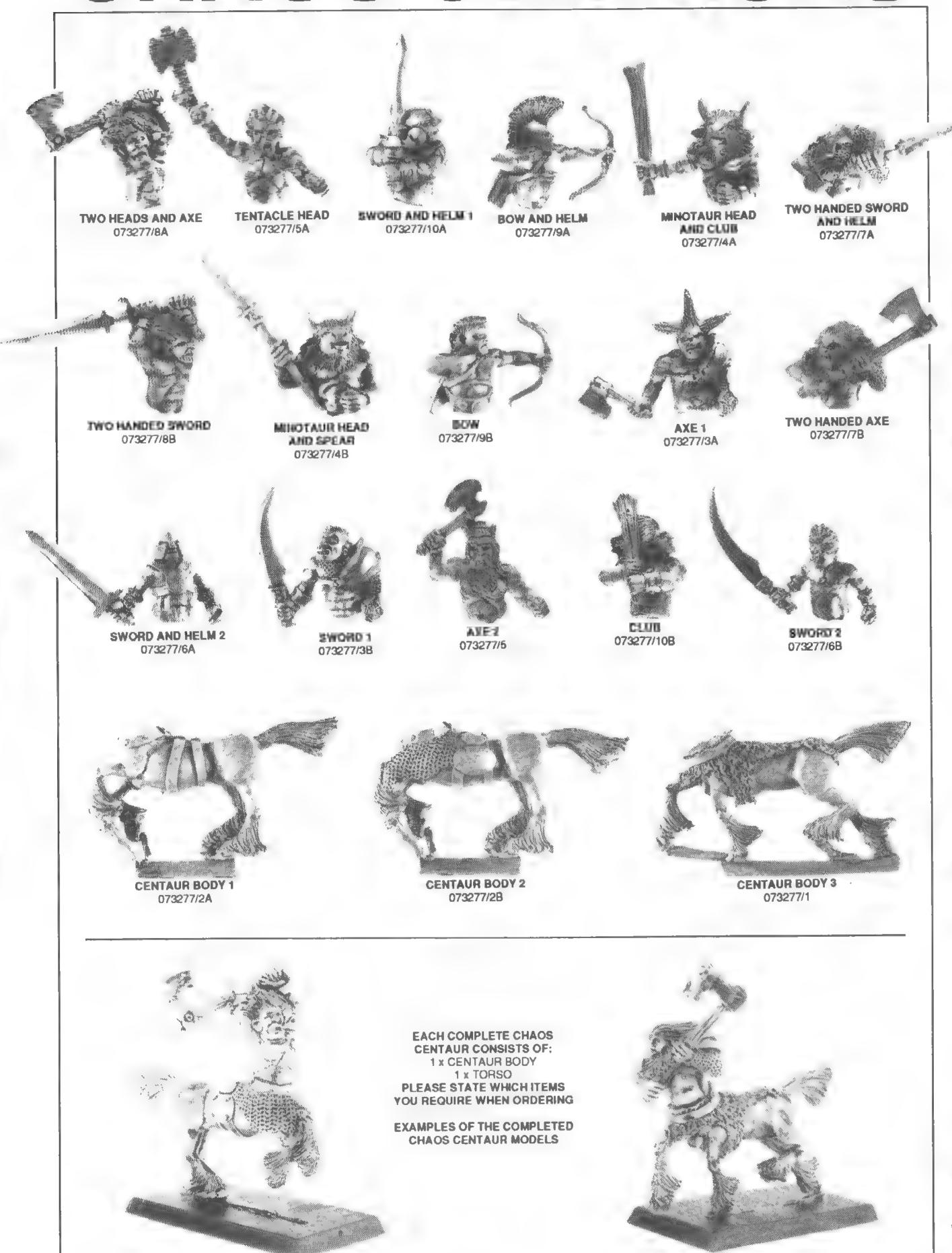
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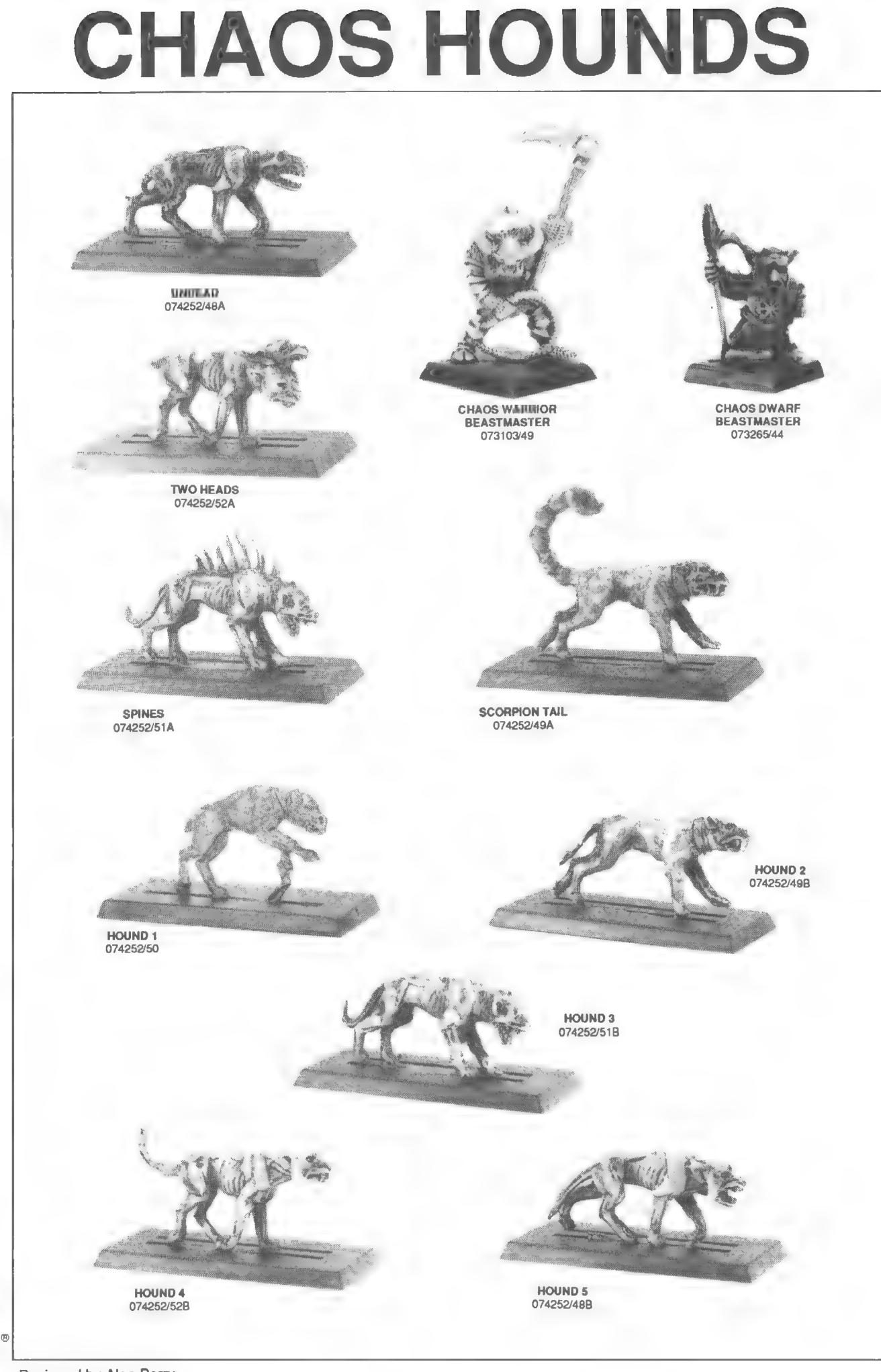
CHAOS CENTAURS





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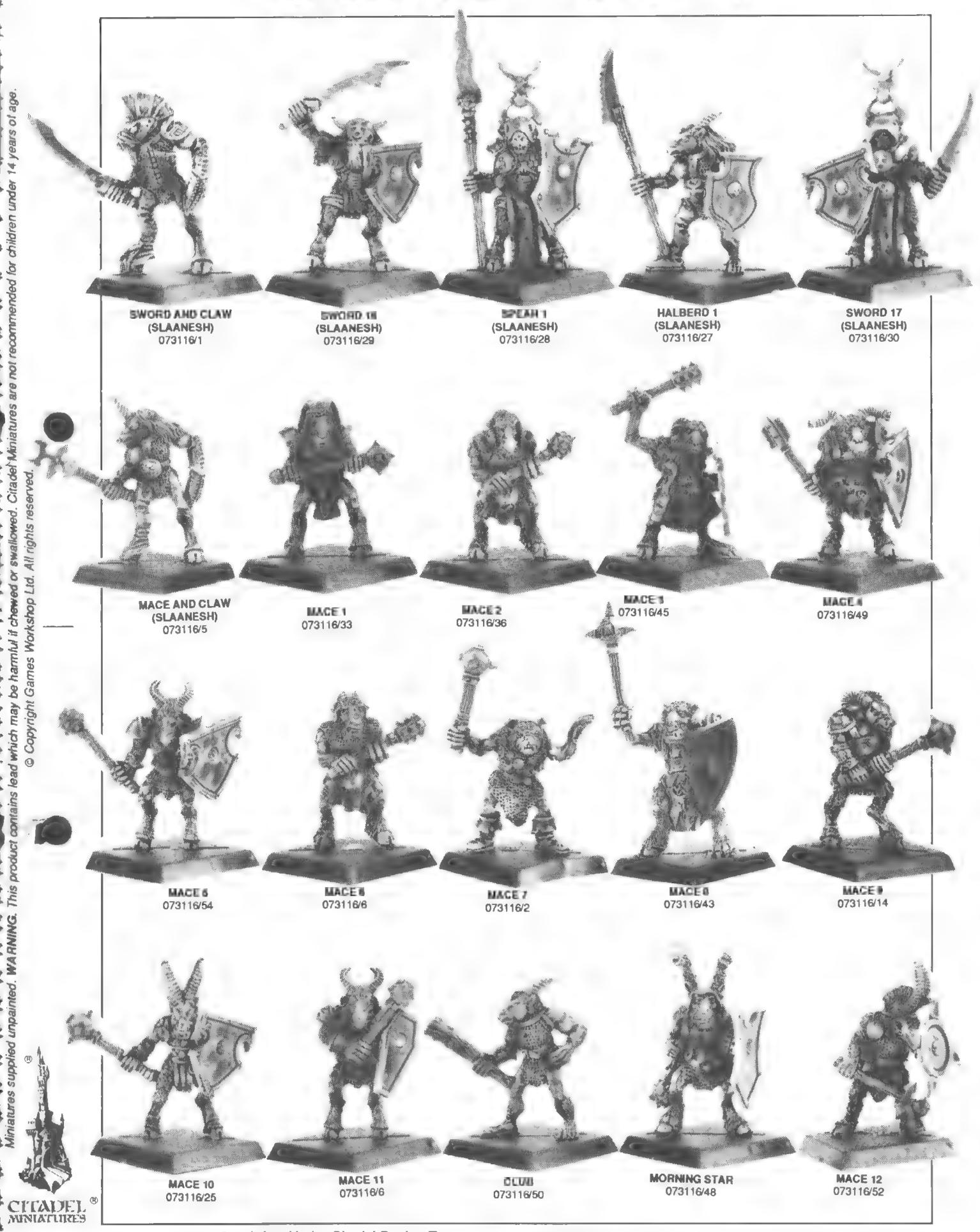
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BEASTMEN



BEASTMEN



BEASTMEN



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CITADEL MINIATURES



CHAOS THUGS



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CHAOS DWARFS



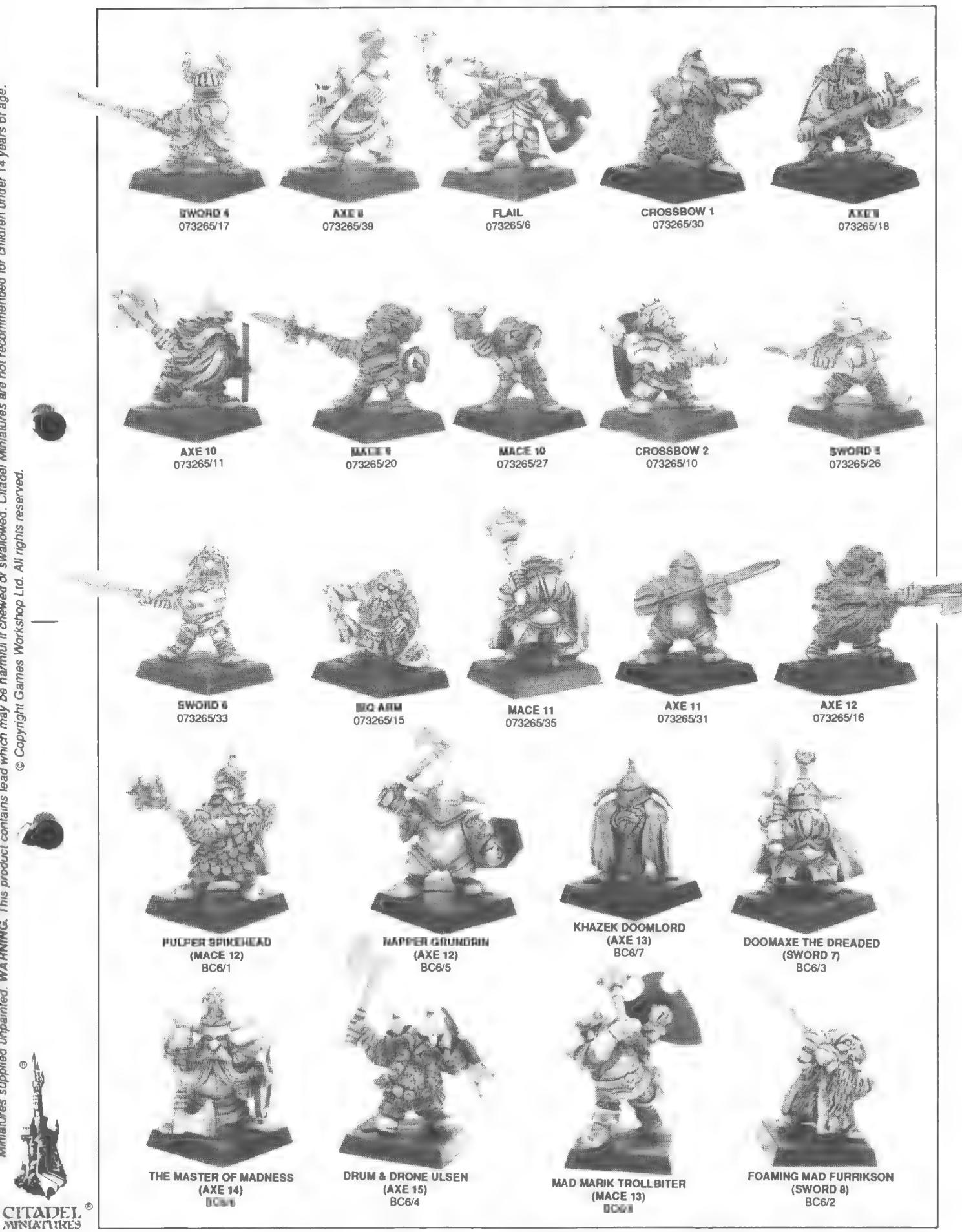


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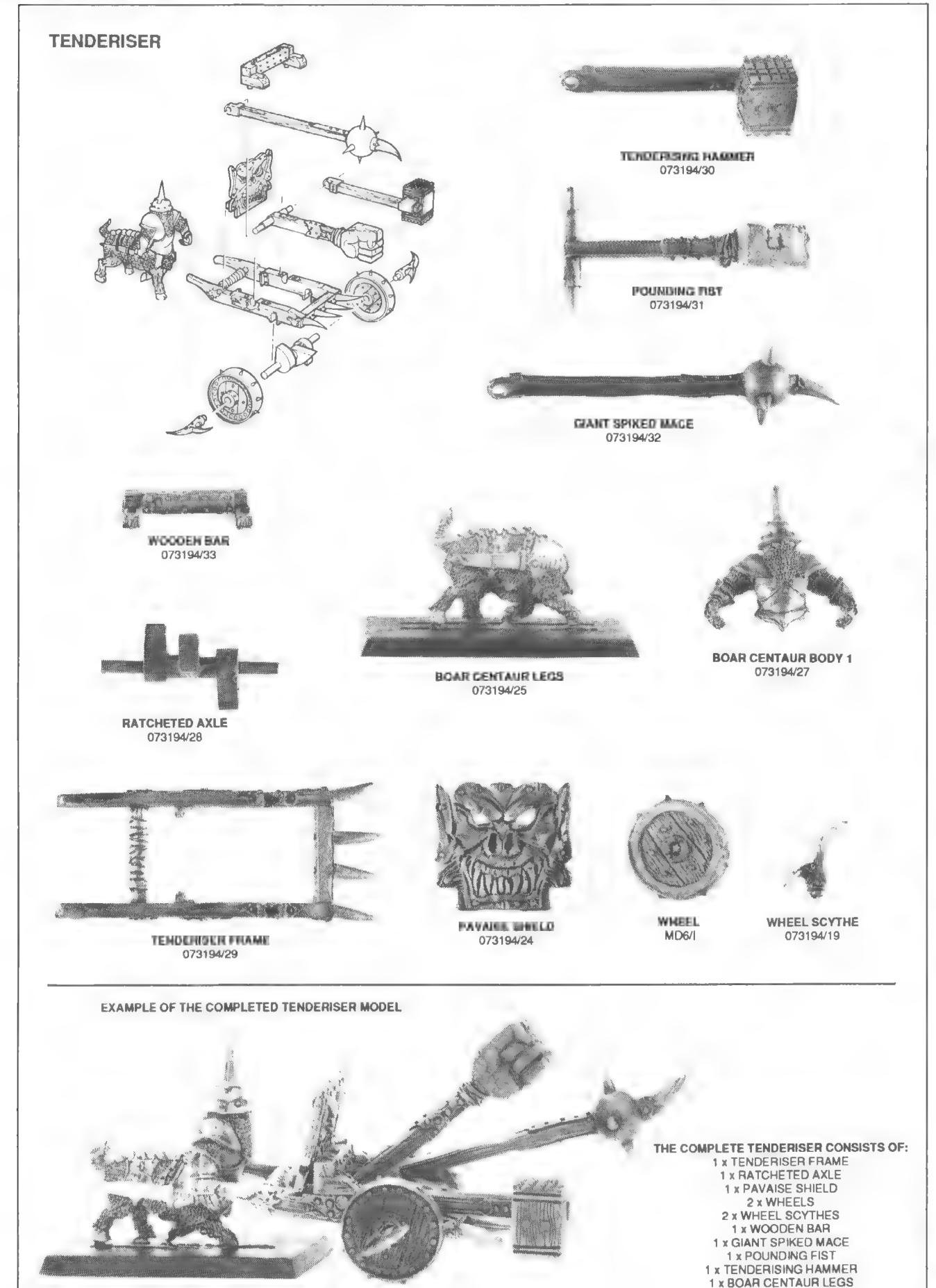
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CHAOS DWARFS

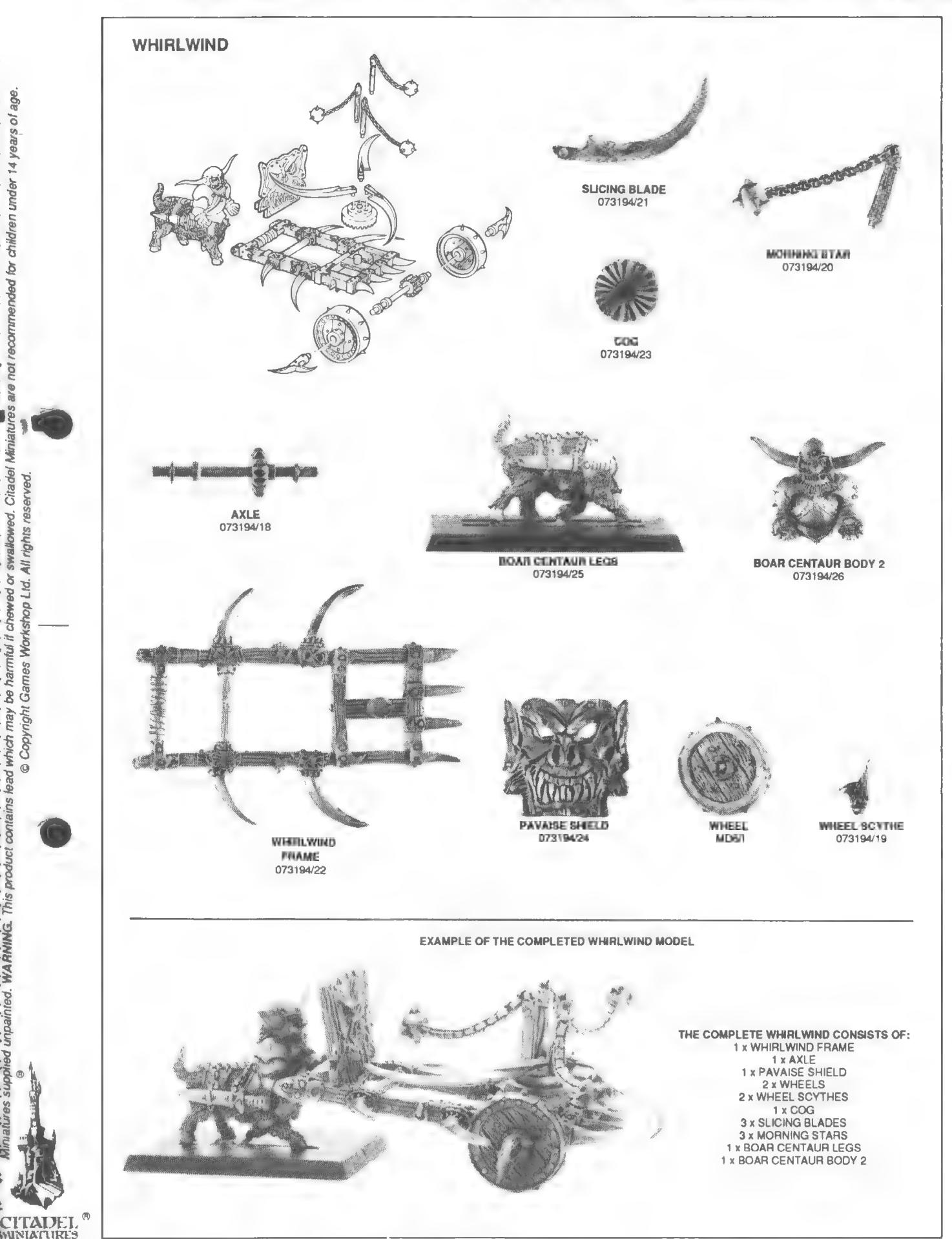


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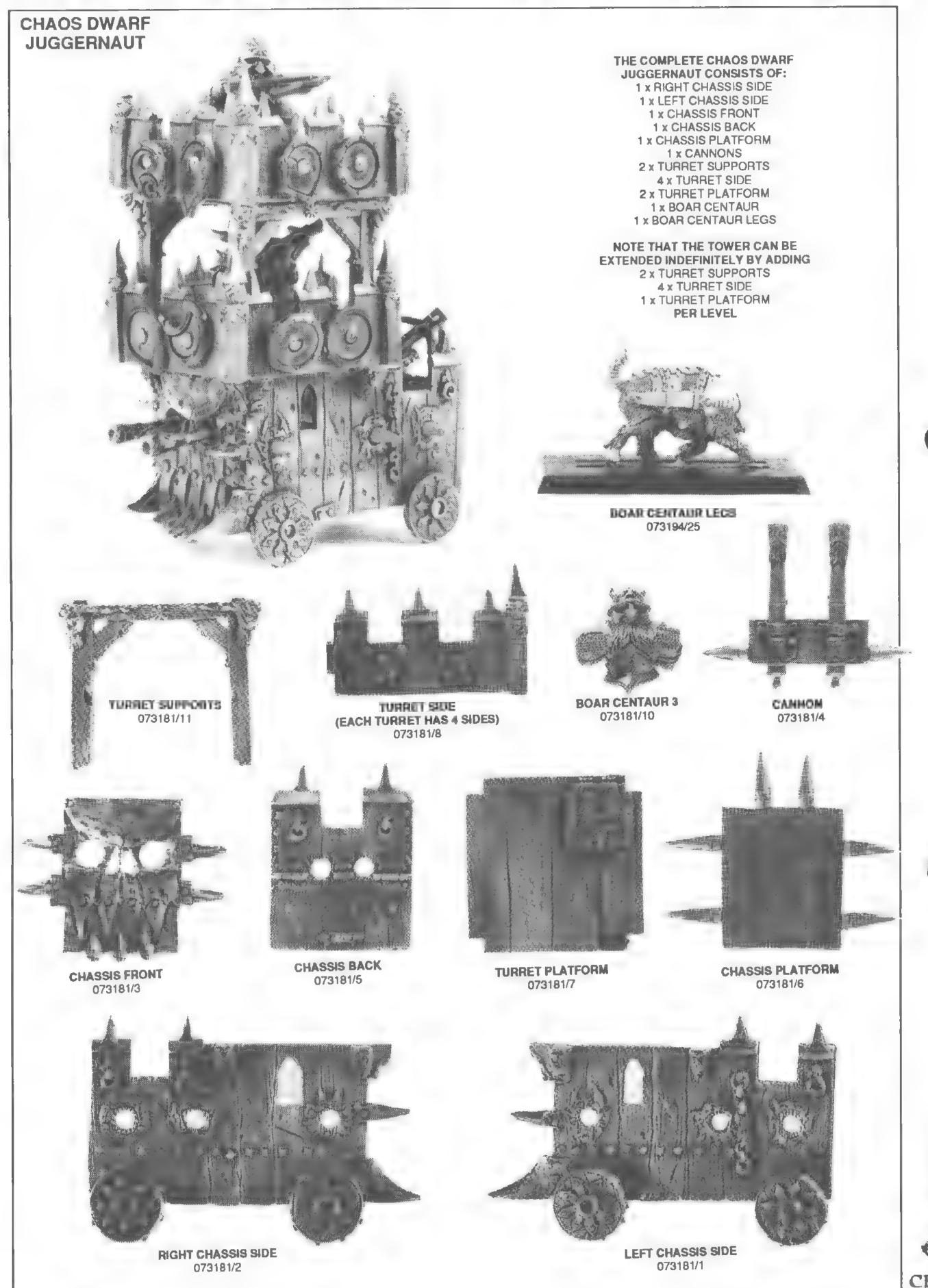
1 x BOAR CENTAUR BODY 1



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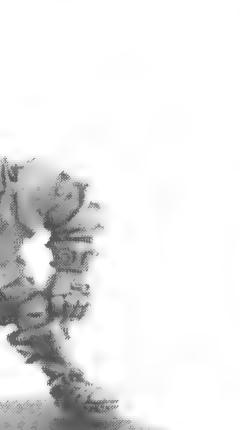
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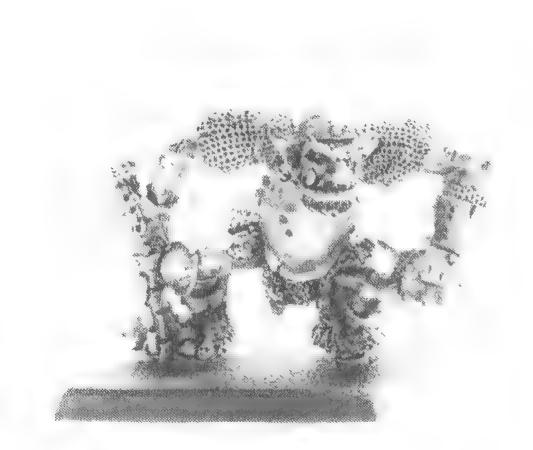
SKRAG THE SLAUGHTERER DORE CHAMPION 074601/2



SHAMAN WITH SKULL HEADED MACE 074601/12

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TROLLS



MOUNTAIN TROLL 074653/10



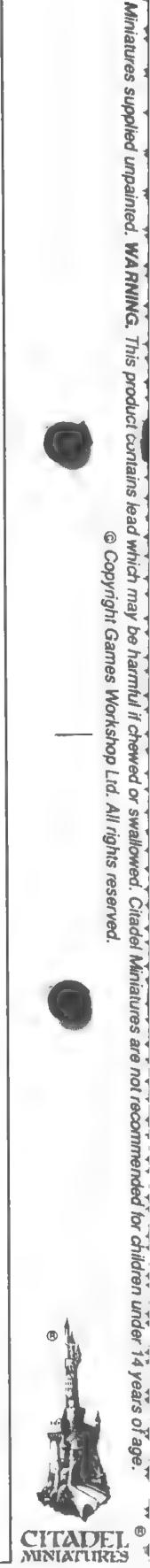
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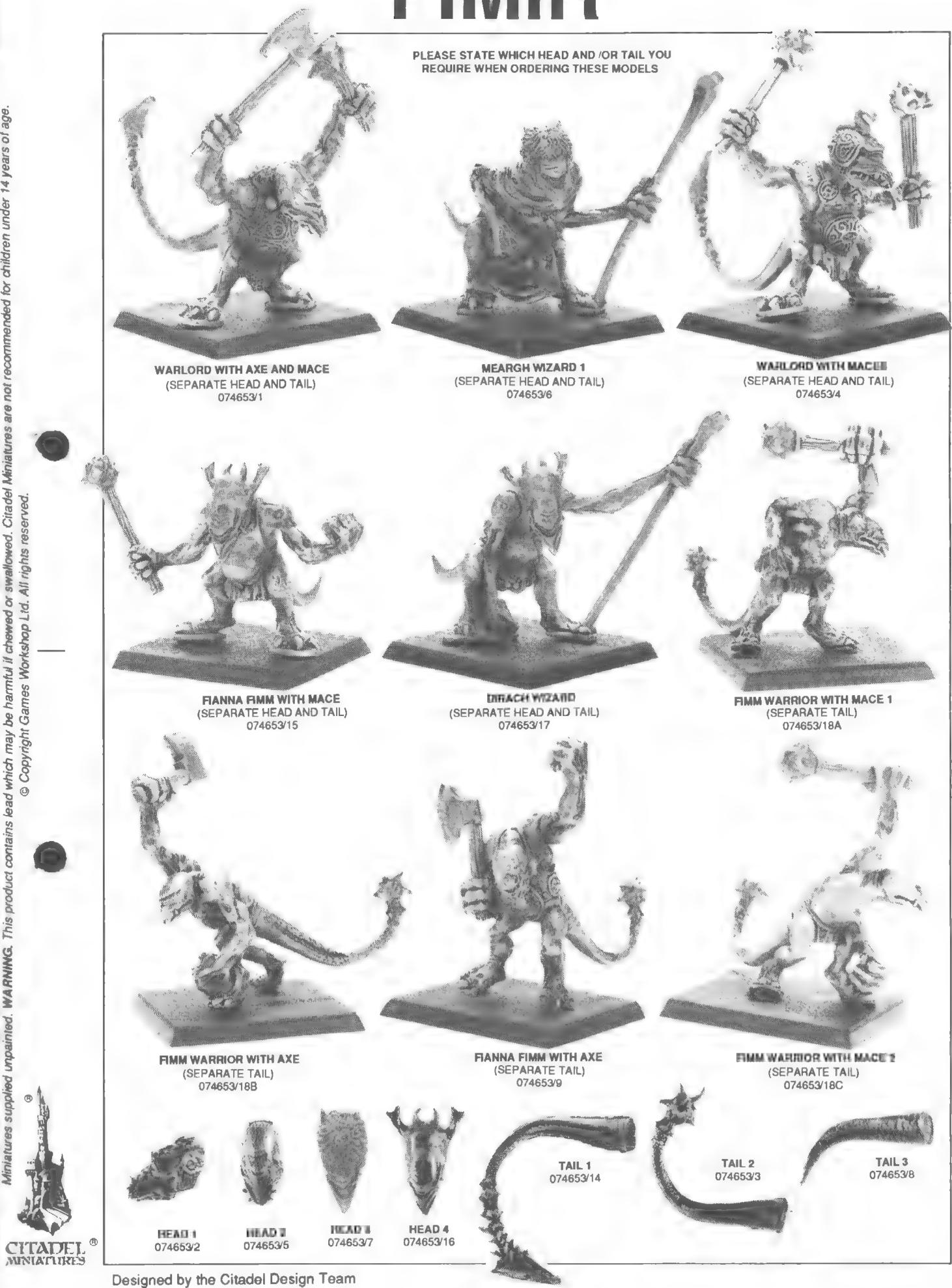
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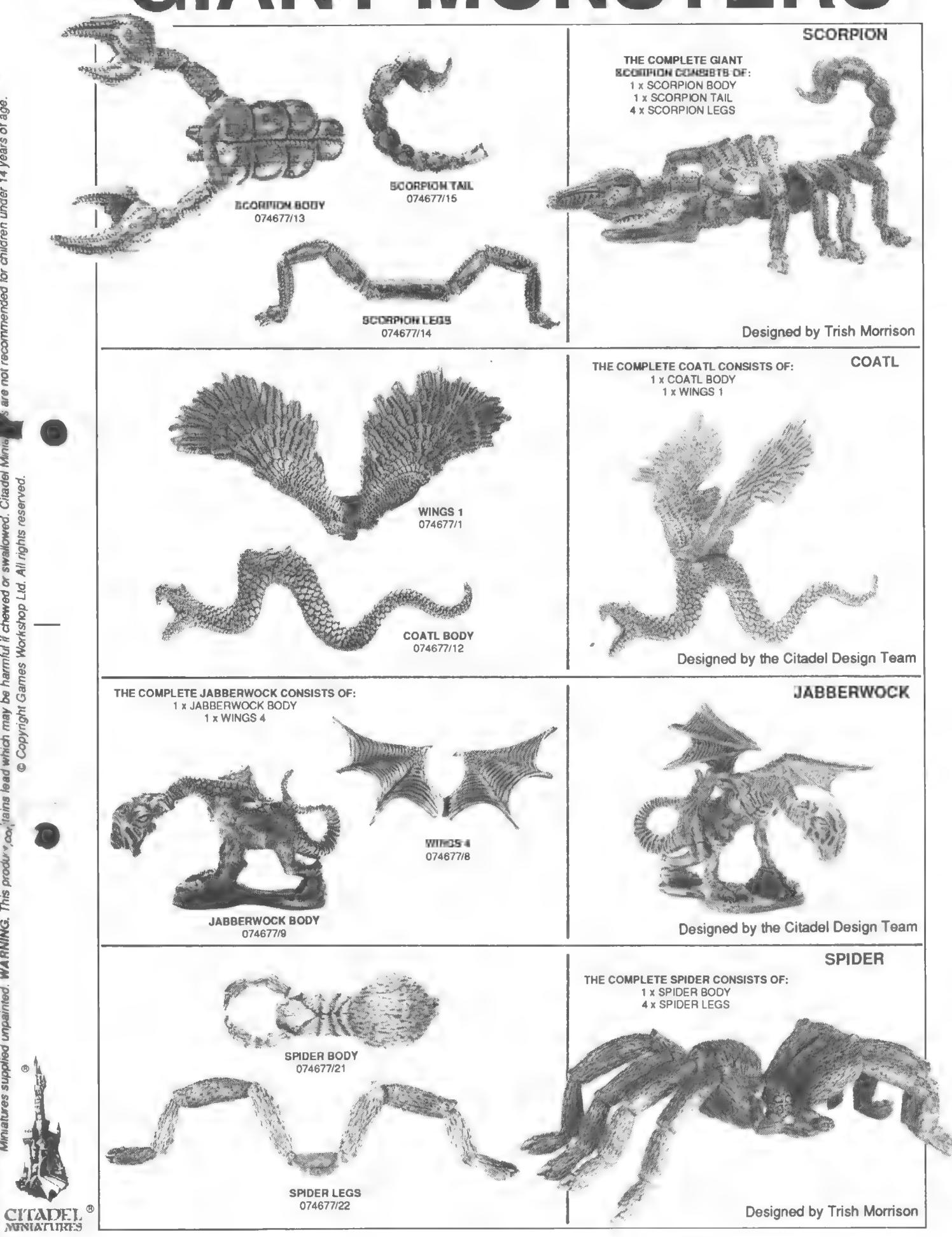


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SKELETONS **SWORD 16** AXE 9 **SWORD 17** MACE 2 **SWORD 18** 074503/40 074503/43 074503/49 074528/1 074528/12 **SWORD 19** MACE 3 **SWORD 20** 074503/3 SICKLE AND SWORD 21 074503/21 074503/6 **SWORD** 074503/39 074503/14 SWOHO 22 074528/9 MACE 5 SWORD 25 MACE 074528/14 074503/11 074503/45 074503/2 CLUB 074528/5 SWORD 24 TAFF BOMB 074503/13 074503/22 074503/5 074503/19 2WON0 26 074503/47 MACEY 54/0RU 25 BOW 1 CITADEL ® MNIATURES 074528/10 now s 074503/20 074503/7 074503/10

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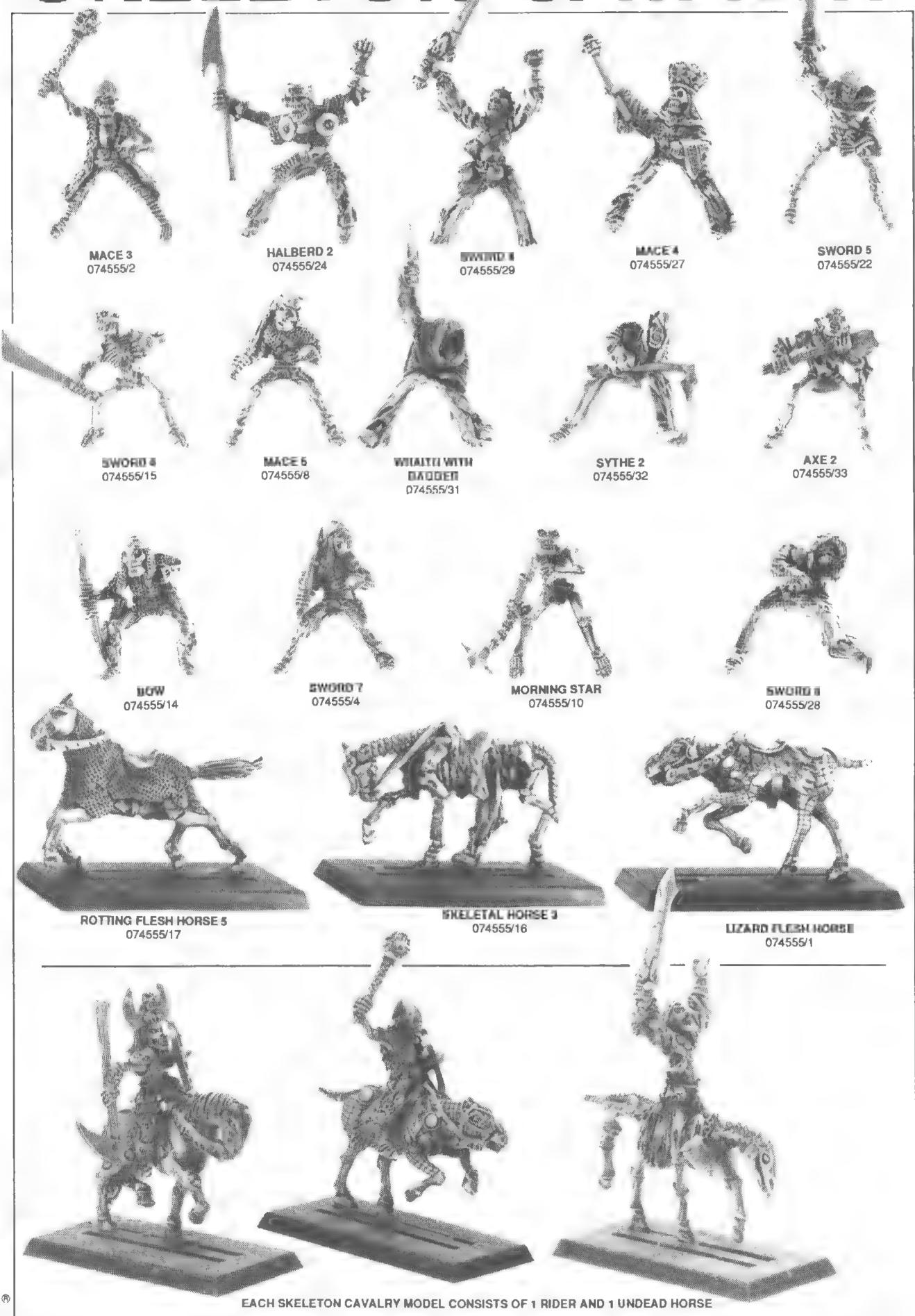
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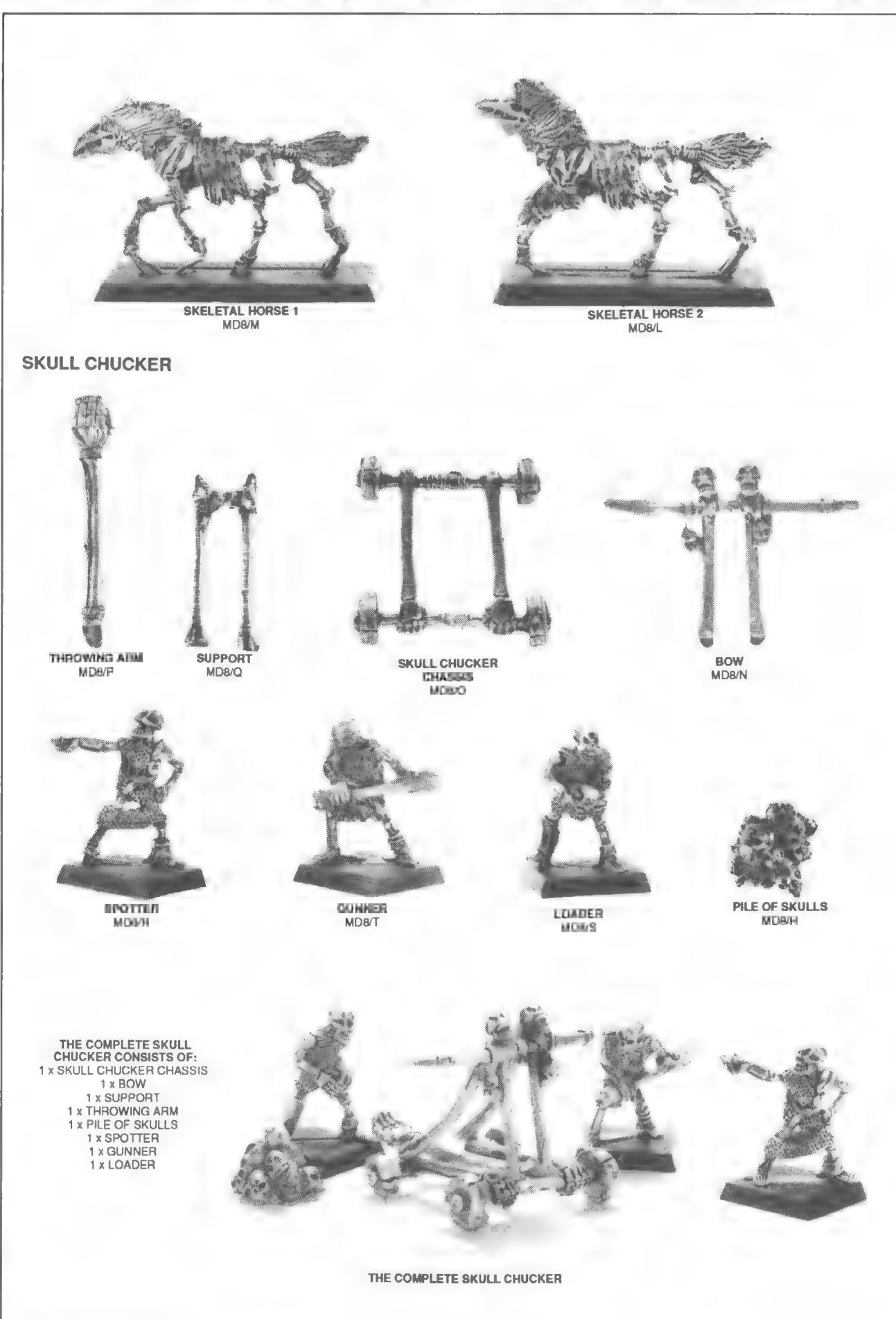
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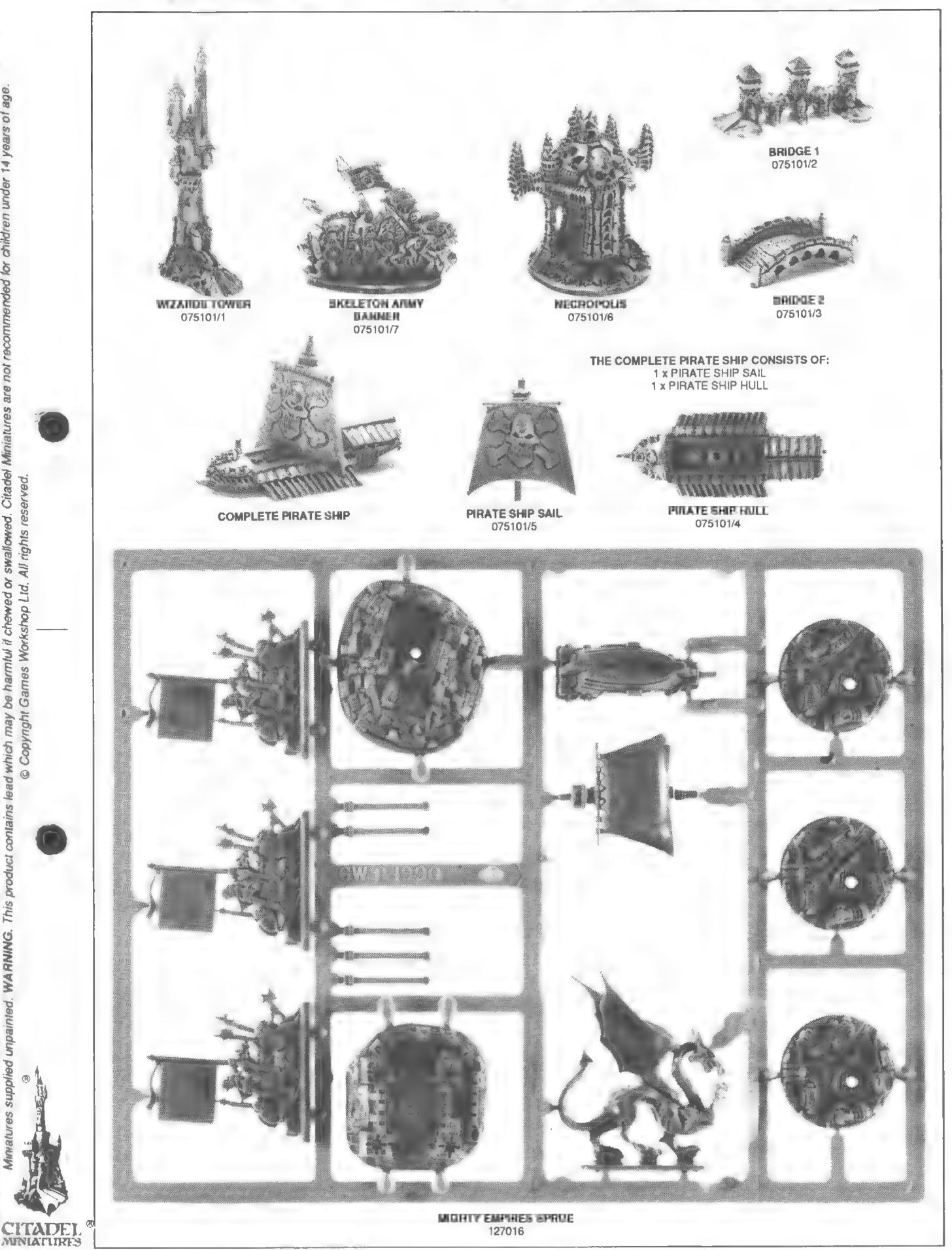


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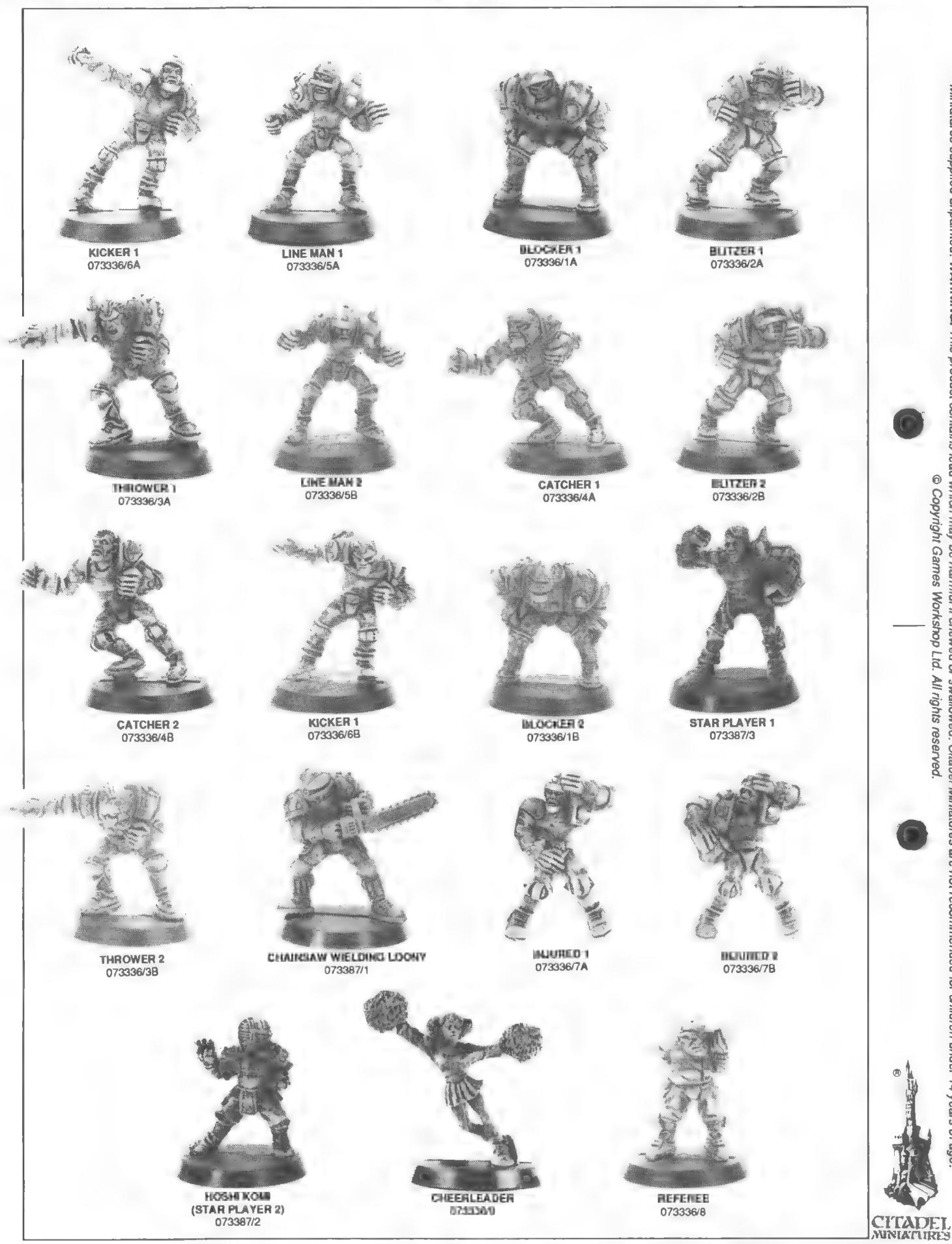


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MIGHTY EMPIRES



BLOOD BOWL HUMANS

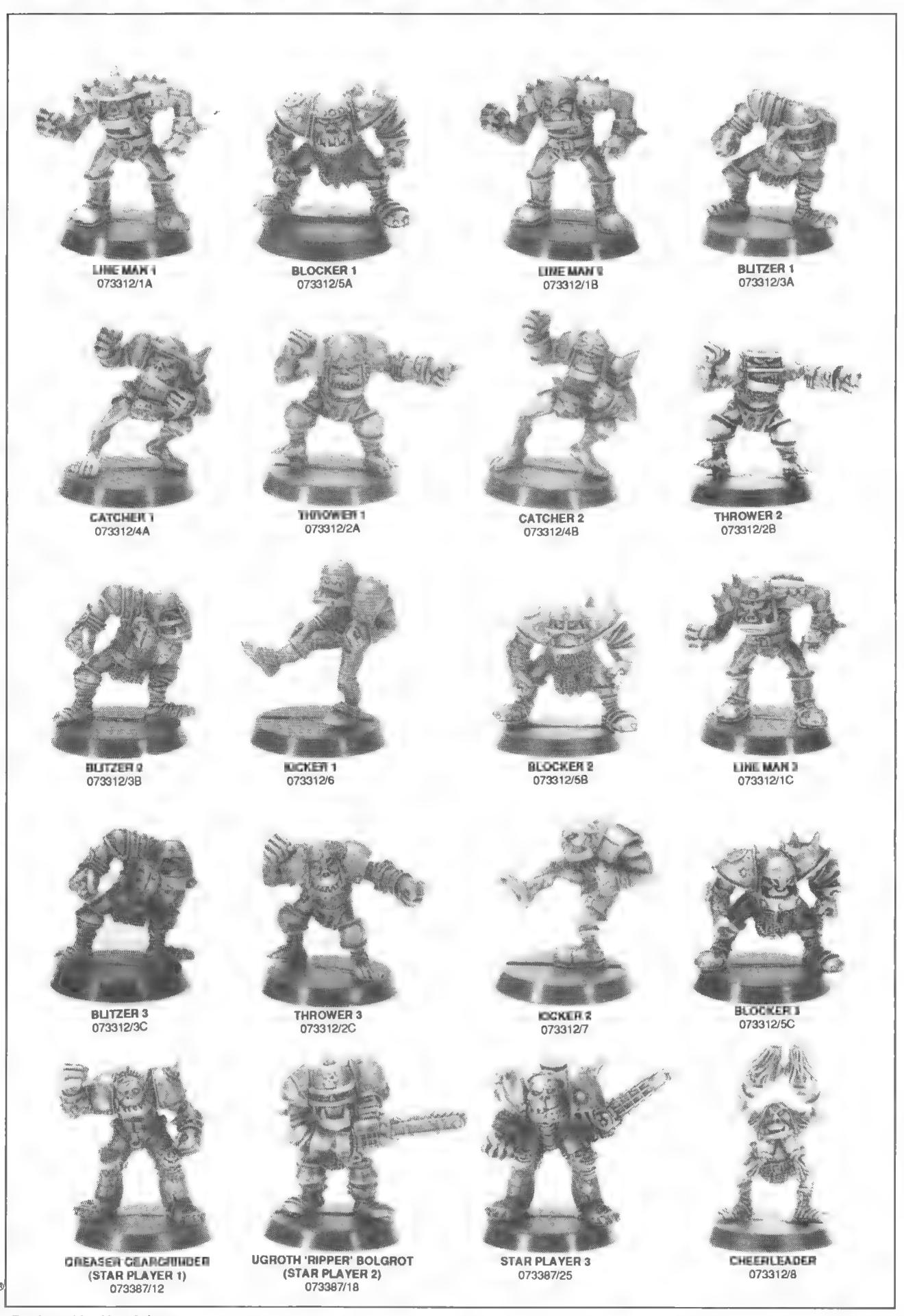


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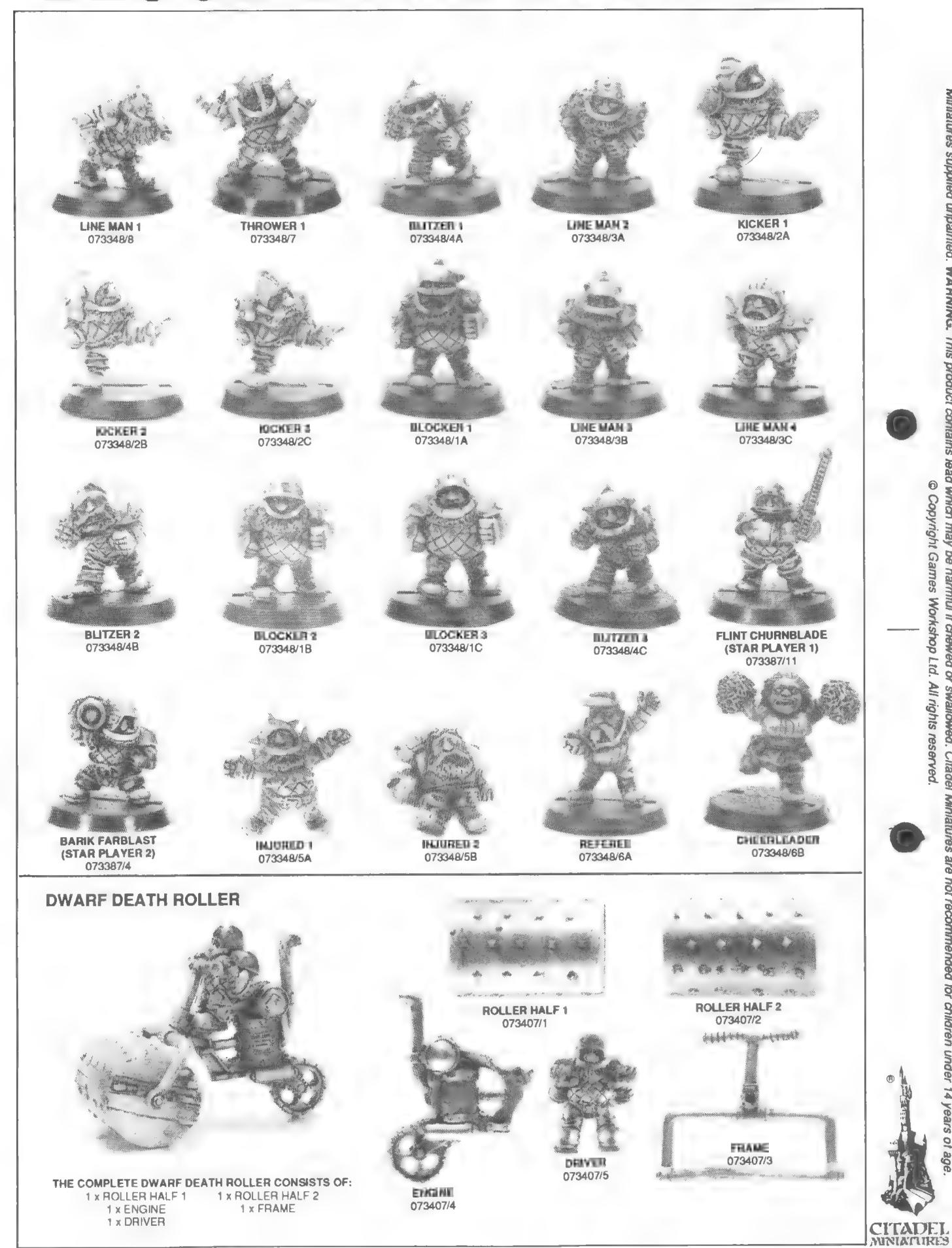
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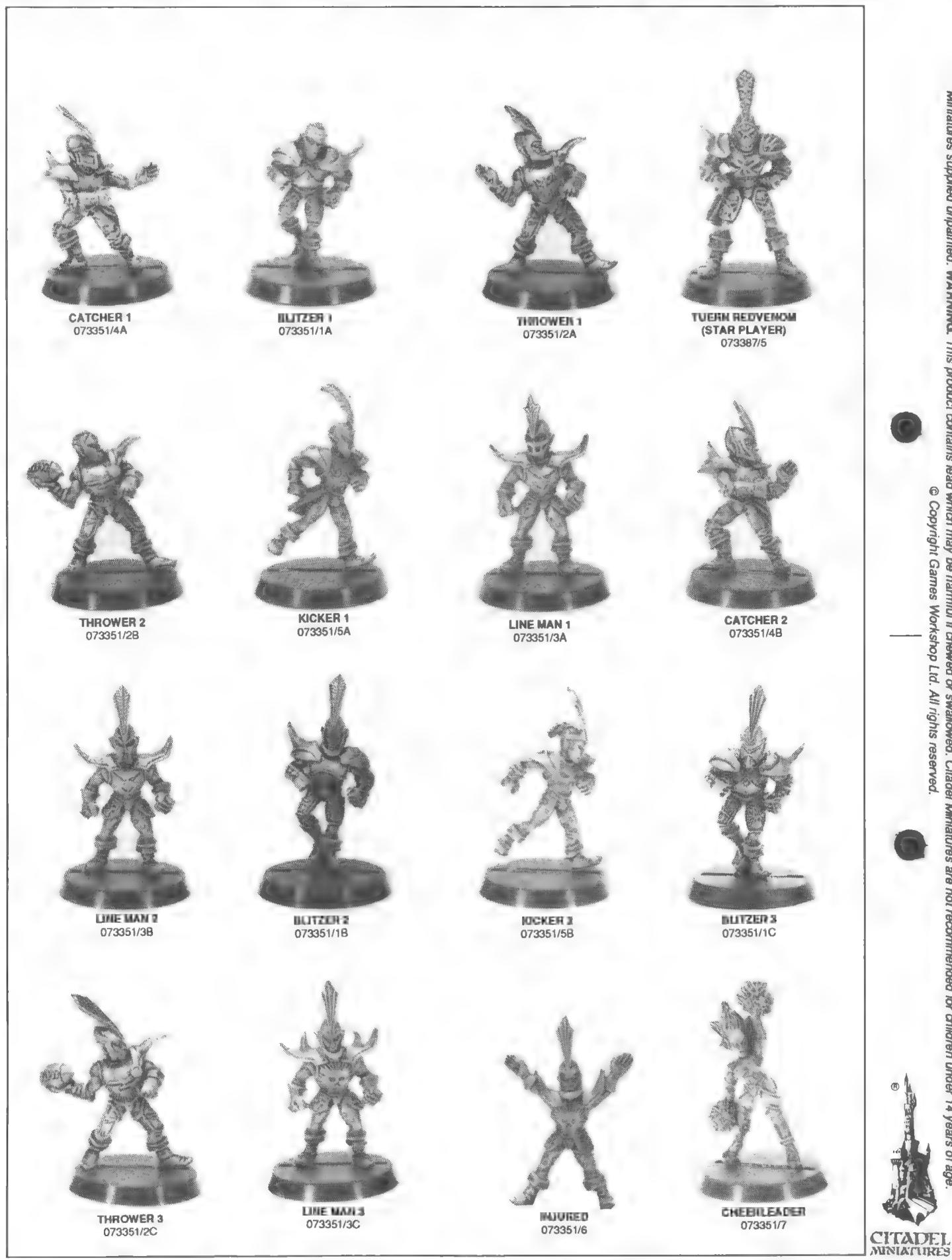
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MINIACURES

BLOOD BOWL ELVES



BLOOD BOWL DARK ELVES



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BLOOD BOWL SKAVEN



BLOOD BOWL CHAOS



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BLOOD BOWL BIG GUYS



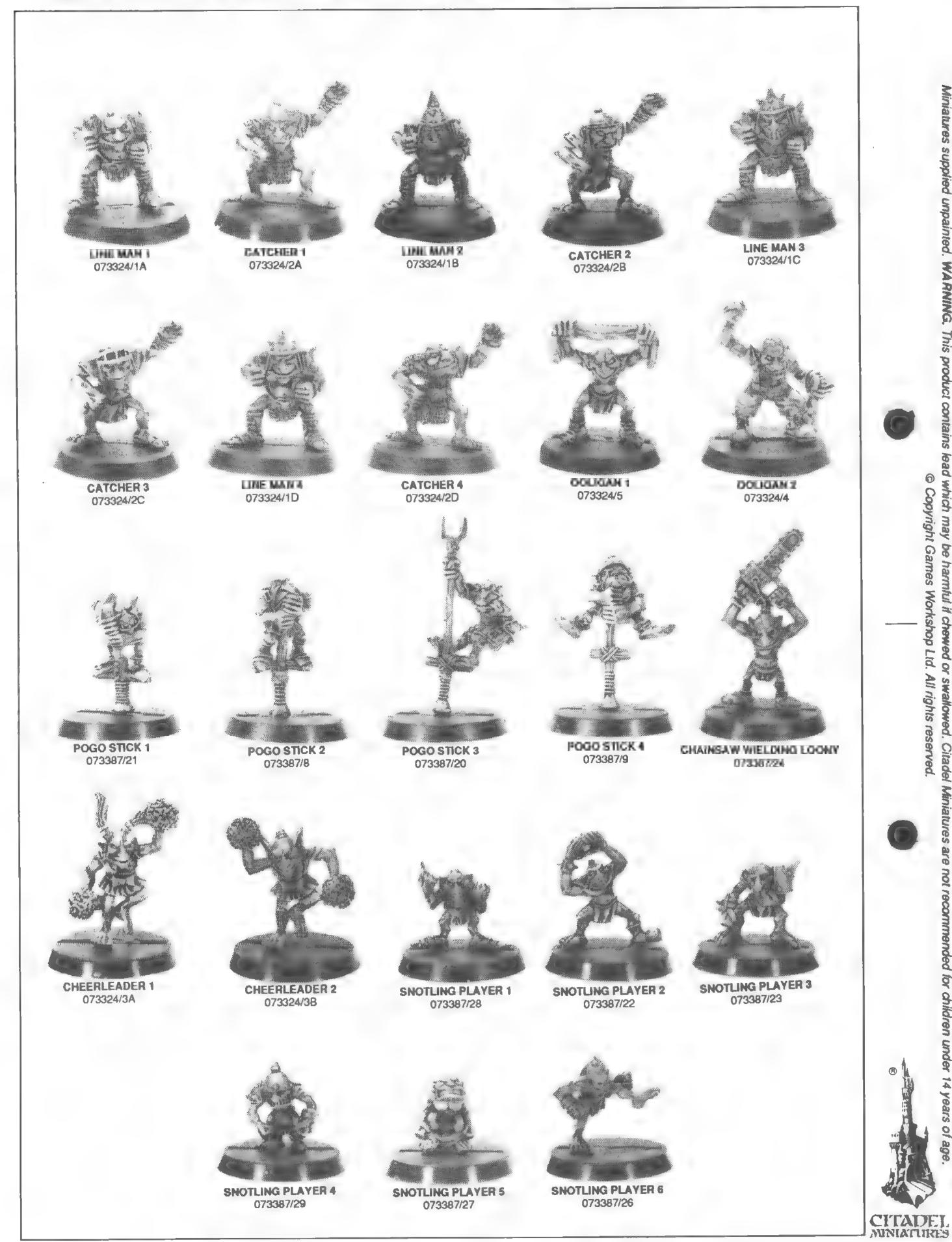
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BLOOD BOWL GOBLINS



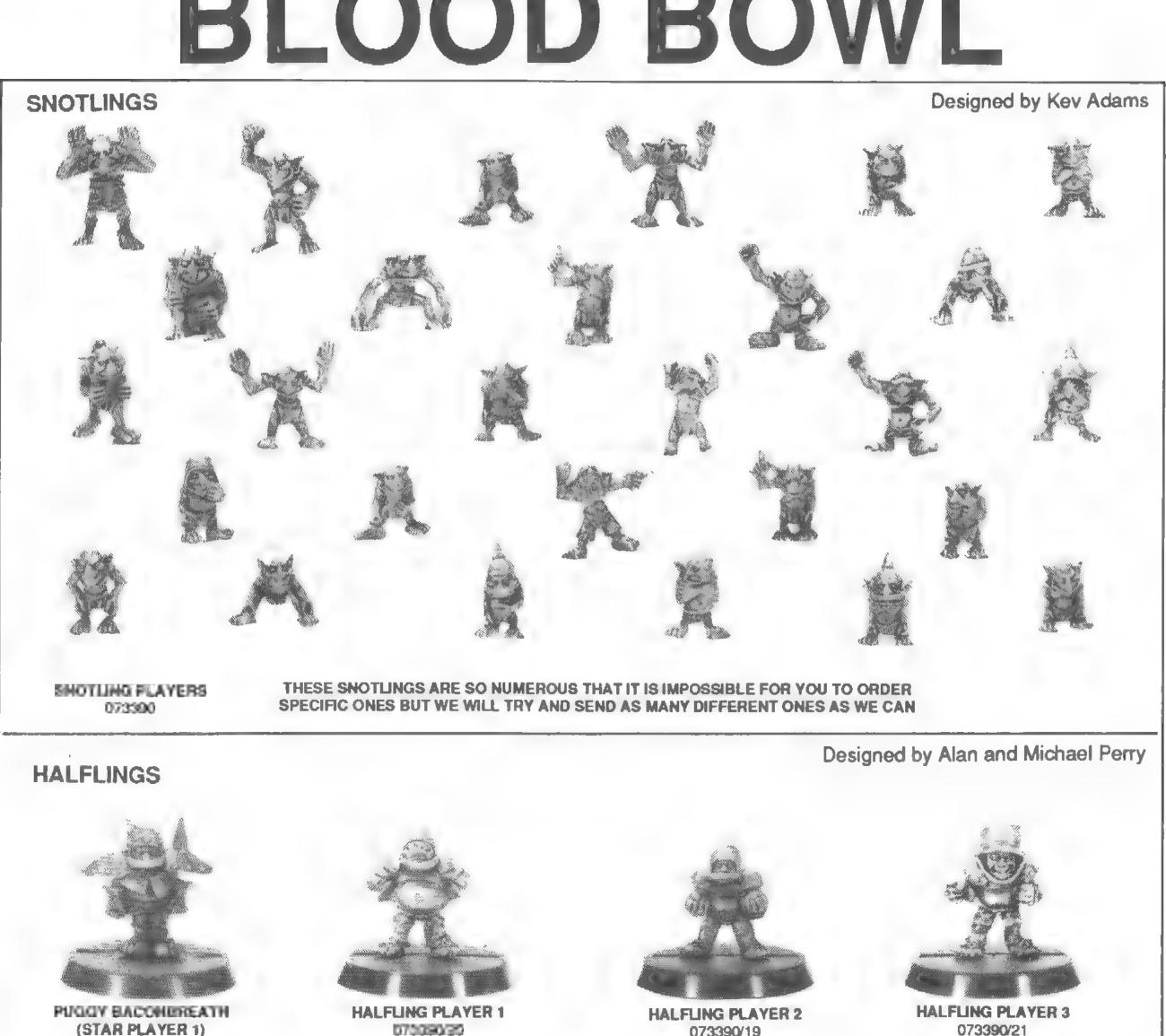
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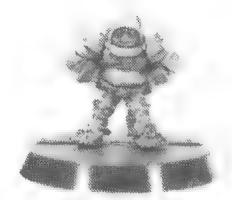
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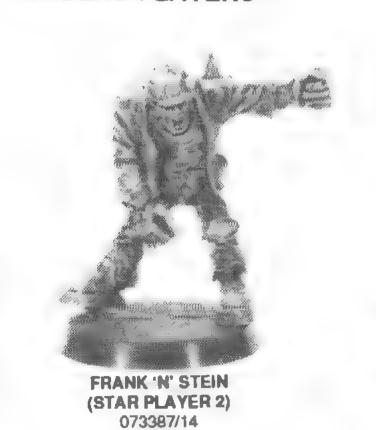








HALFLING PLAYER 4 HALFLING PLAYER 5 HALFUNG PLAYER 6 073390/24 079380722 07/20100/03 Designed by the Citadel Design Team **UNDEAD PLAYERS**



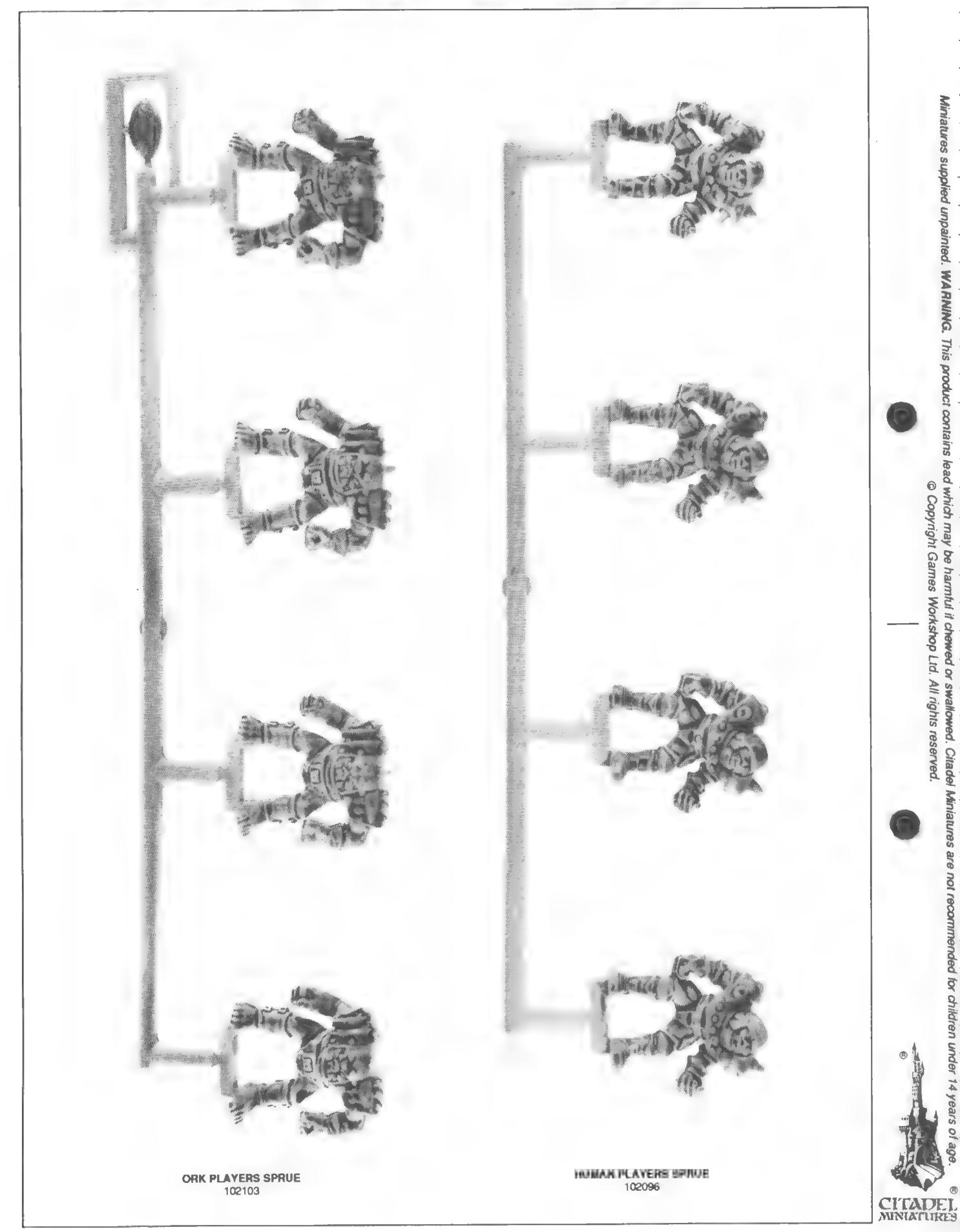
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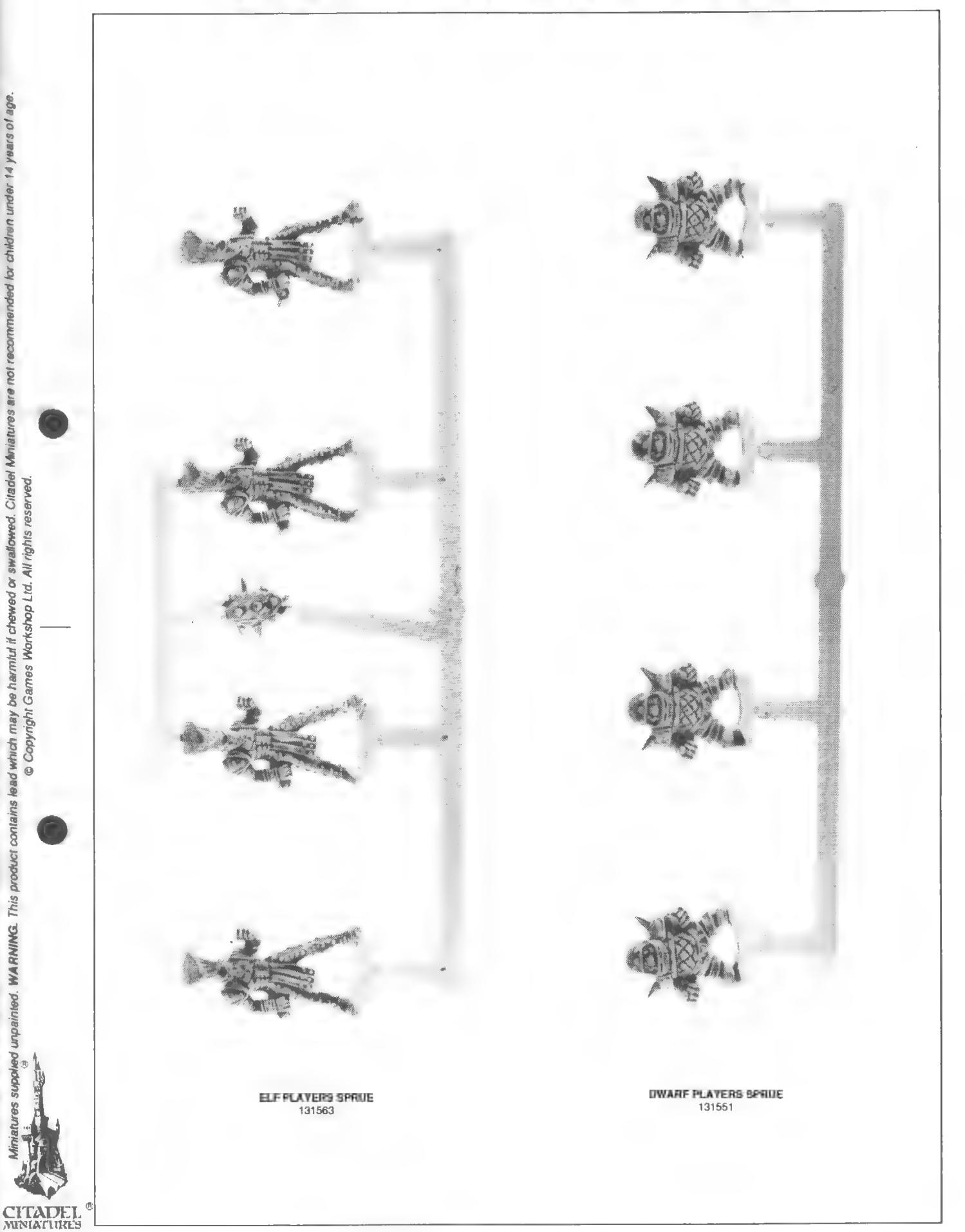


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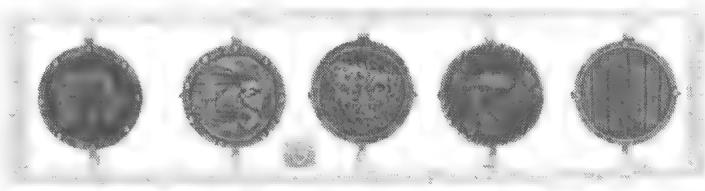
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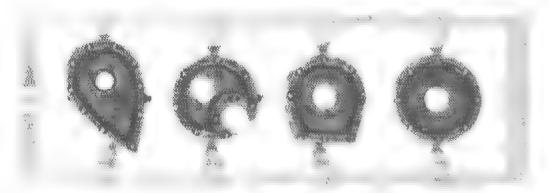


PLASTICS

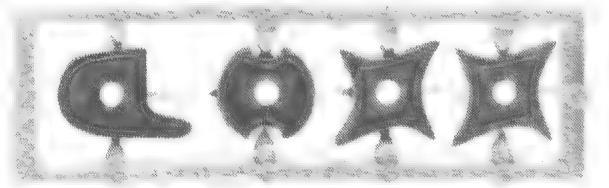
PLASTIC SHIELDS



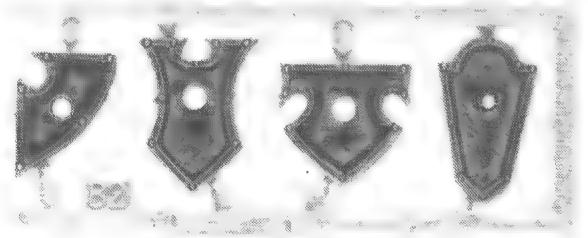
REGIMENTAL SHIELDS SPRUE (101679)



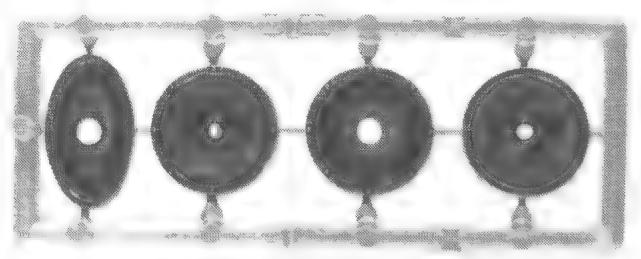
DWARF SHIELDS SPRUE (101630)



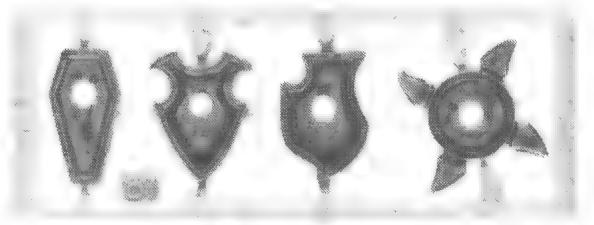
ELF SHIELDS SPRUE (100196)



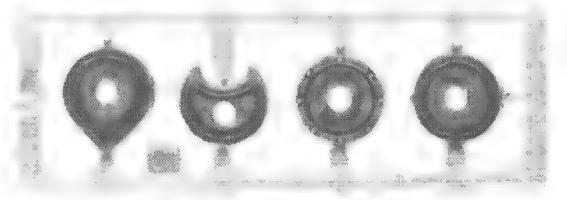
CHAOS SHIELDS SPRUE (101628)



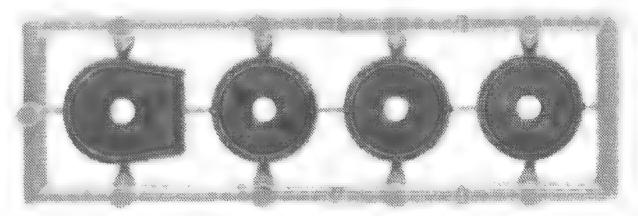
FIGHTER SHIELDS SPRUE 1 (100228)



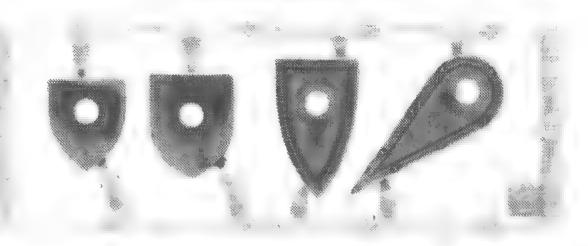
UNDEAD SHIELDS SPRUE (100203)



GOBLIN SHIELDS SPRUE (100183)

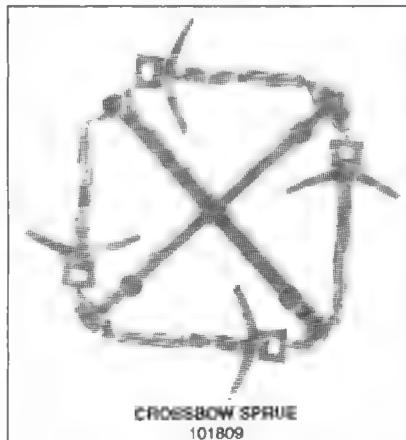


ORC SHIELDS SPRUE (100216)



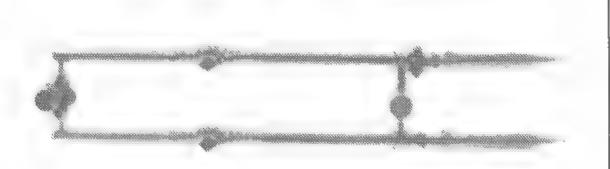
FIGHTER SHIELDS SPRUE 2 (101364)

PLASTIC CROSSBOWS



is moulded in hard styrene plastic, which affixes easily to the hands of Citadel's new crossbowmen, or to the backs of any other models, giving them awesome fire power.

PLASTIC SPEARS



101170

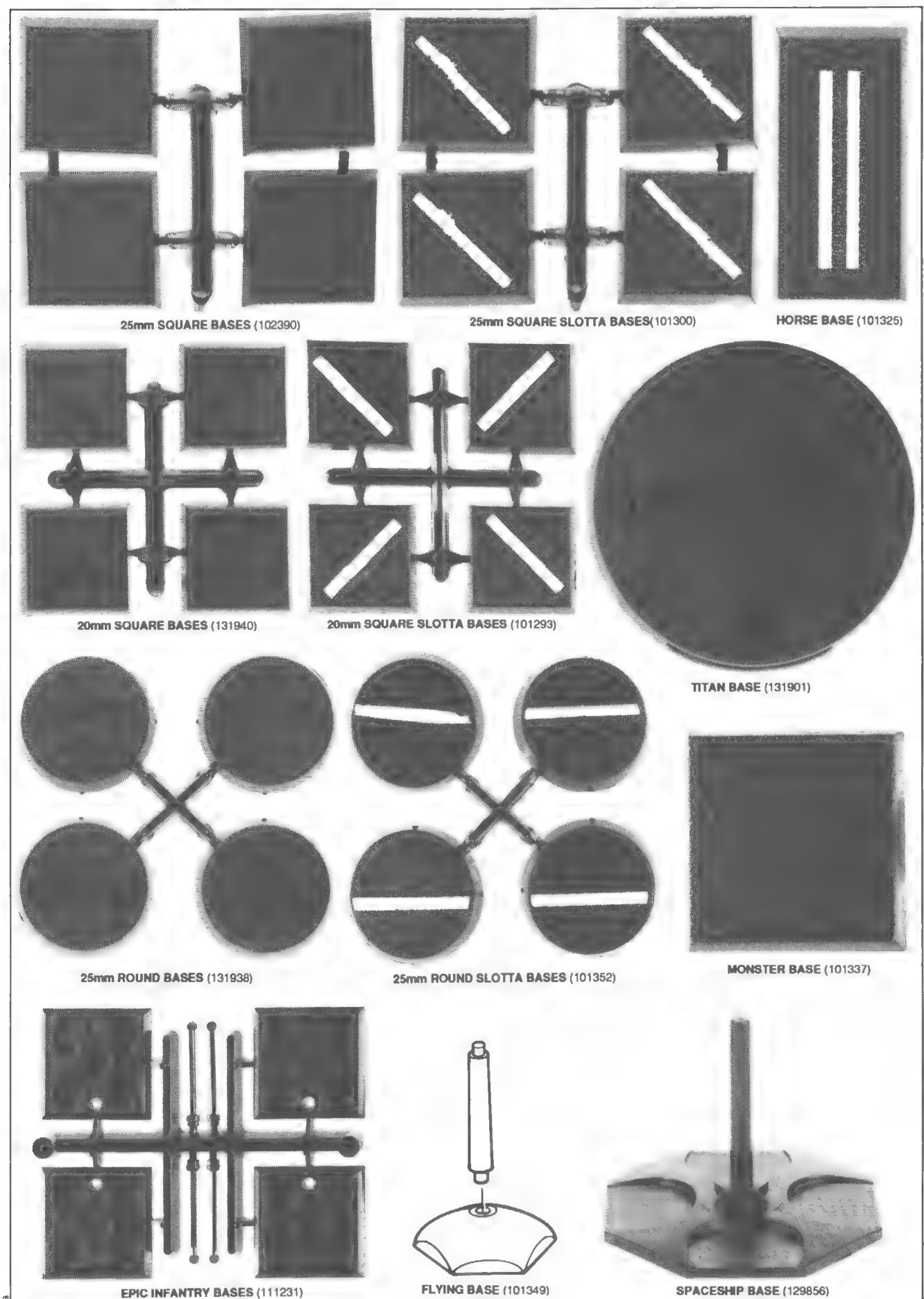
Designed for use with Elf cavalry, infantry and Warhammer 40,000 Rough Riders.

Moulded in hard styrene plastic, each finely sculpted spear can easily be fixed in place to allow a more realistic

3 dimensional effect.

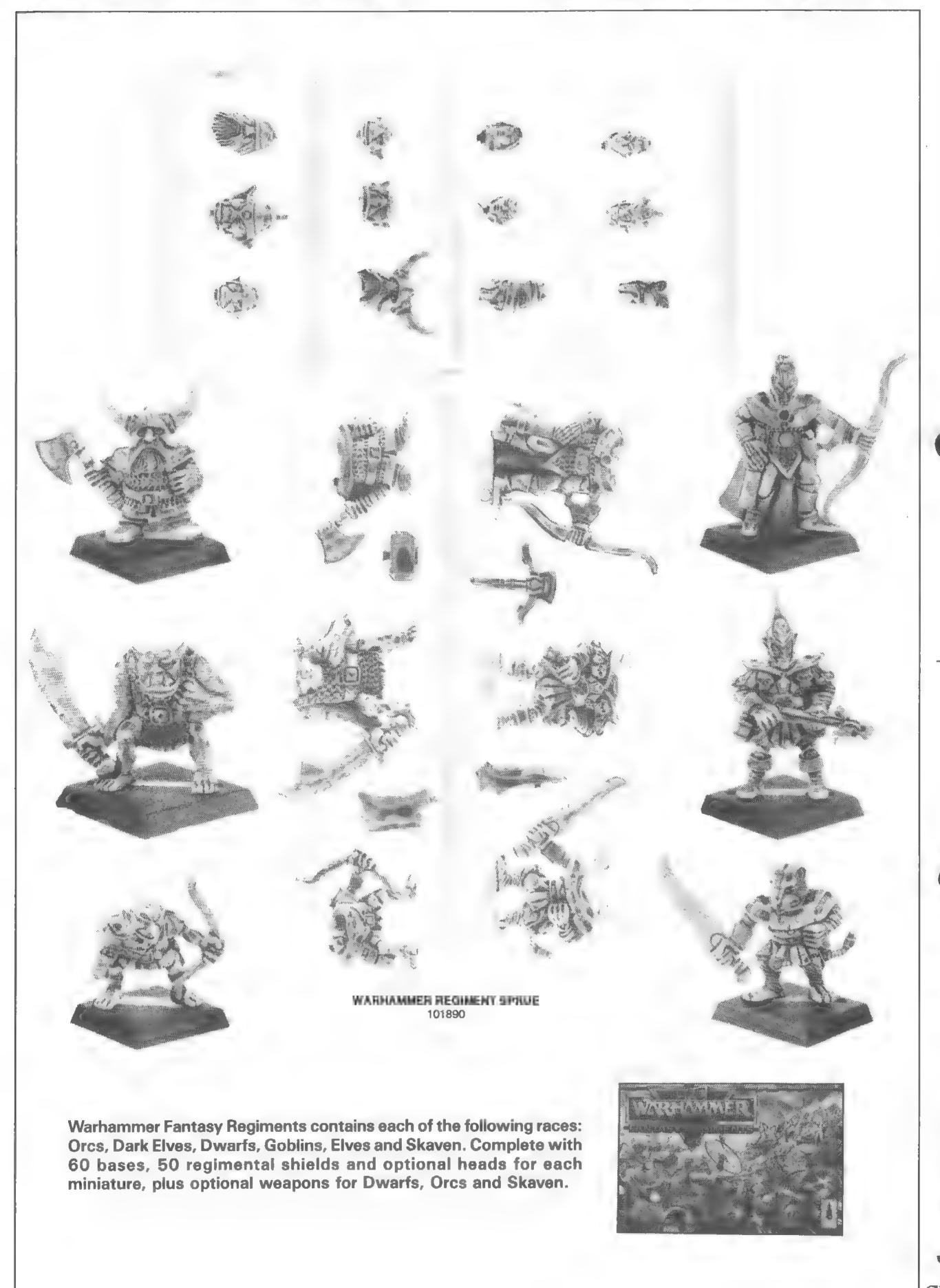


PLASTIC BASES



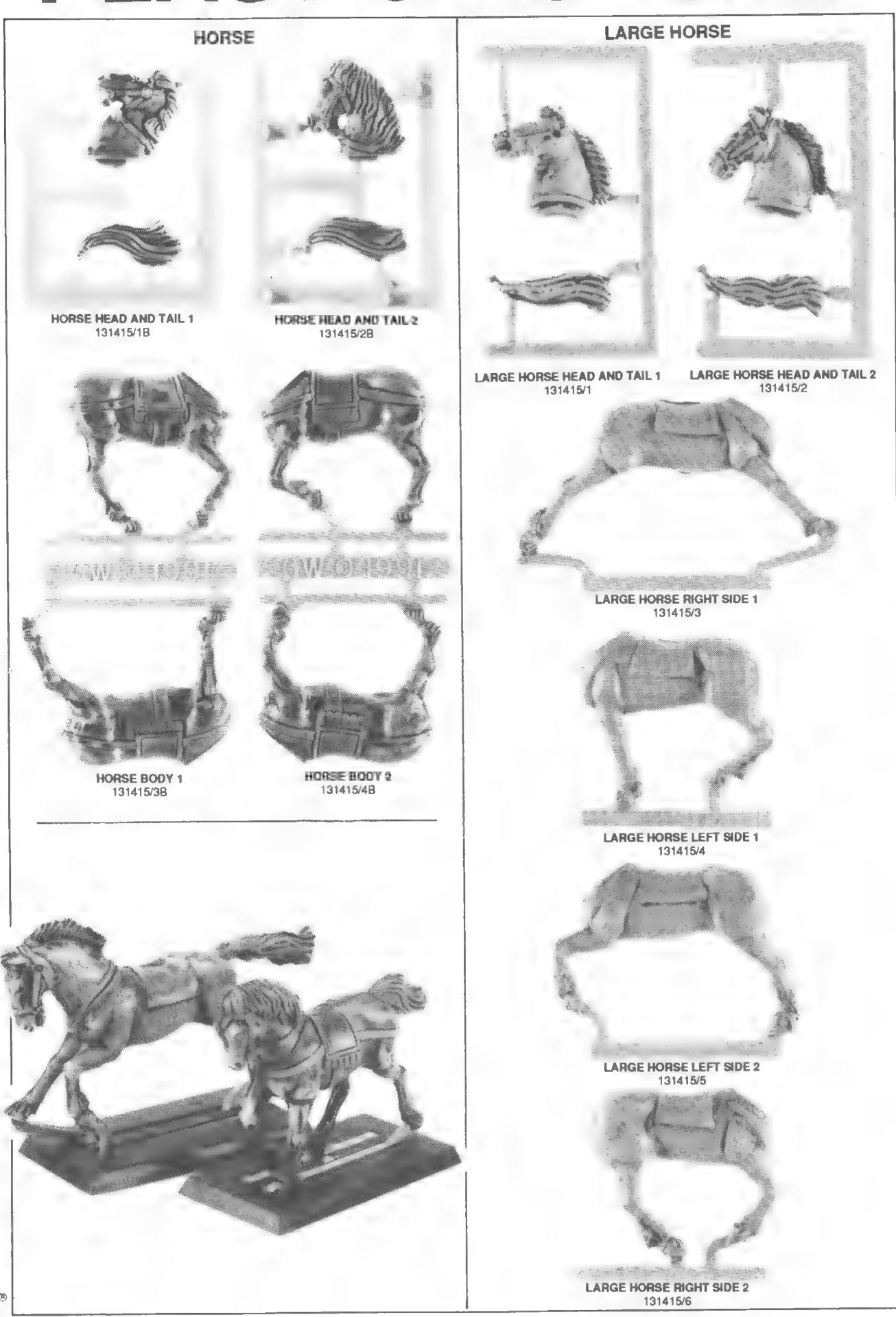
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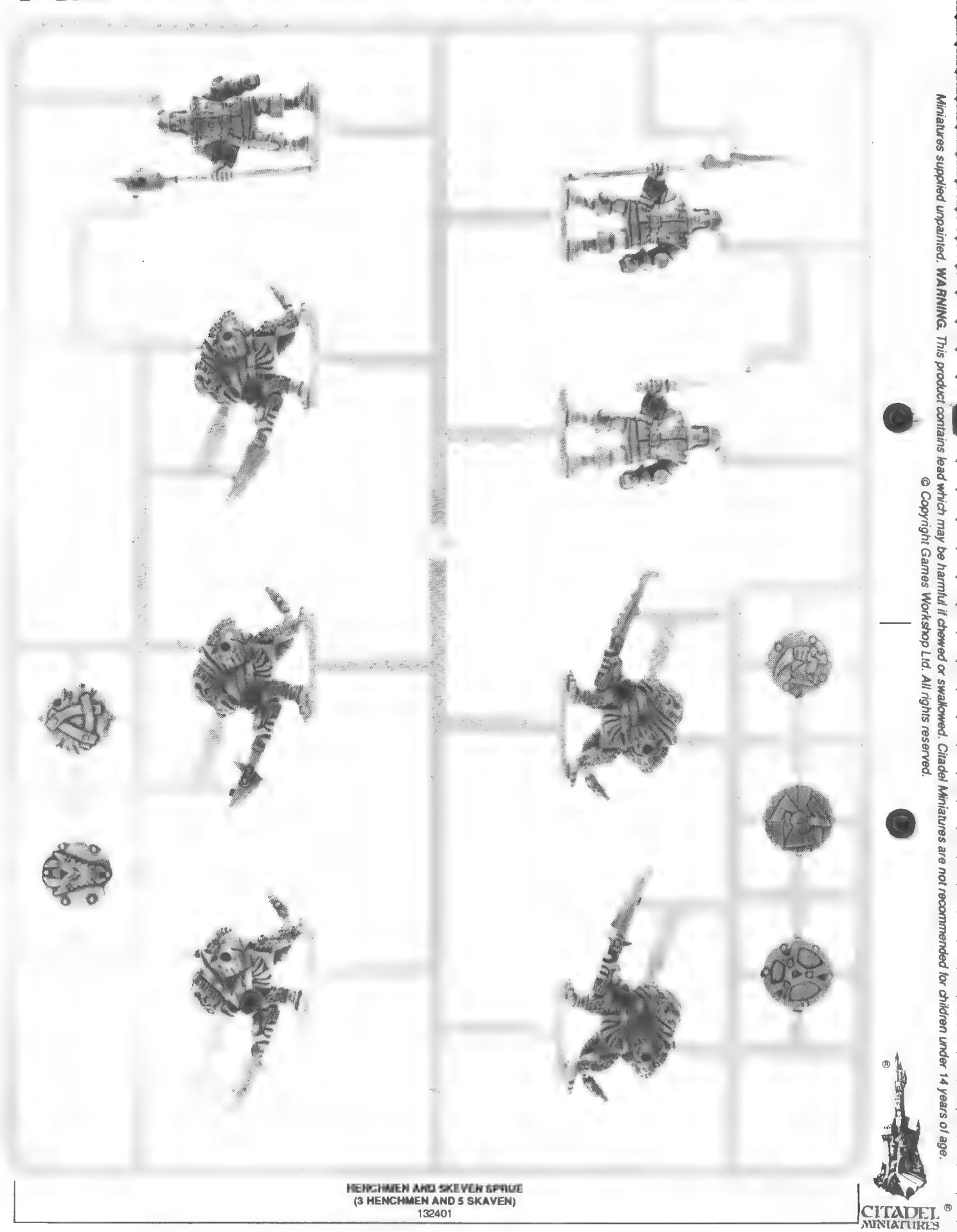


MINIATURES

PLASTIC HORSES

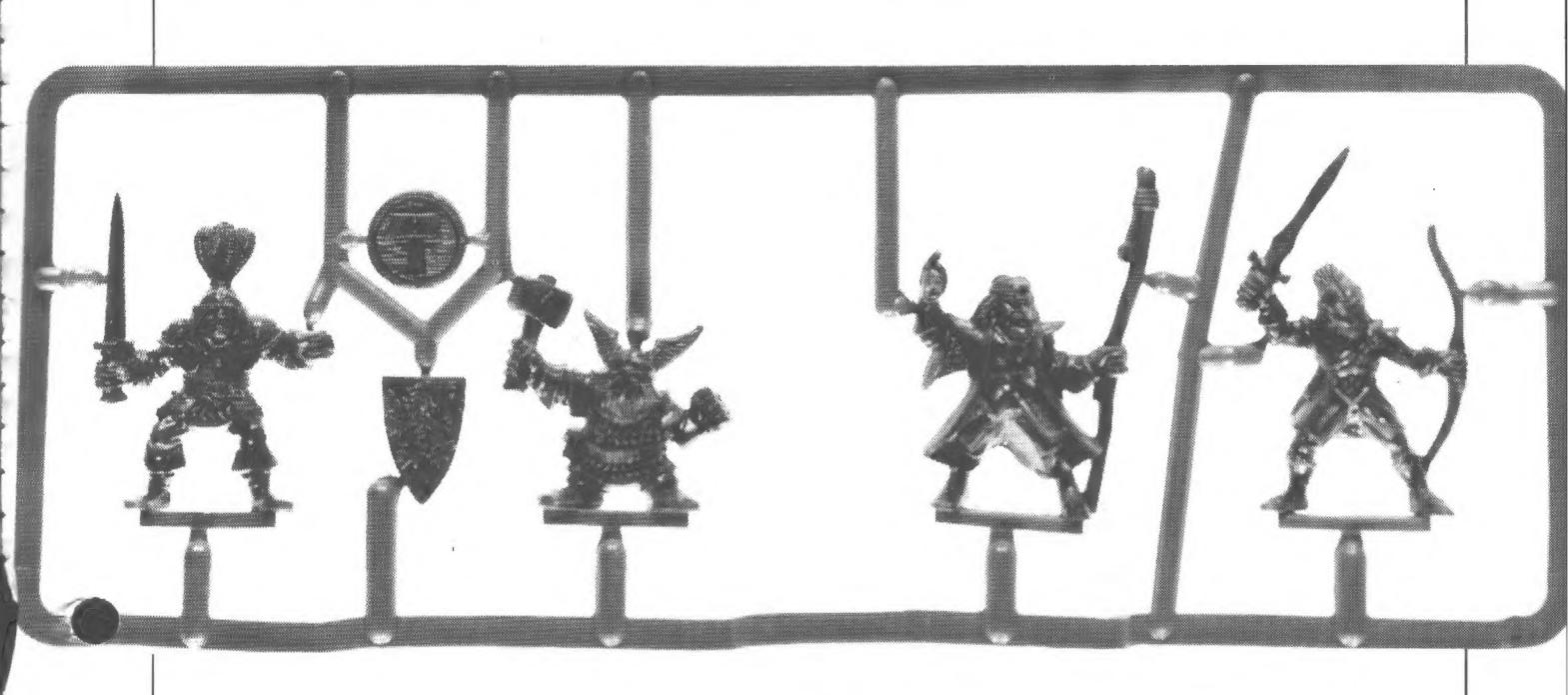


ADVANCED HEROQUEST



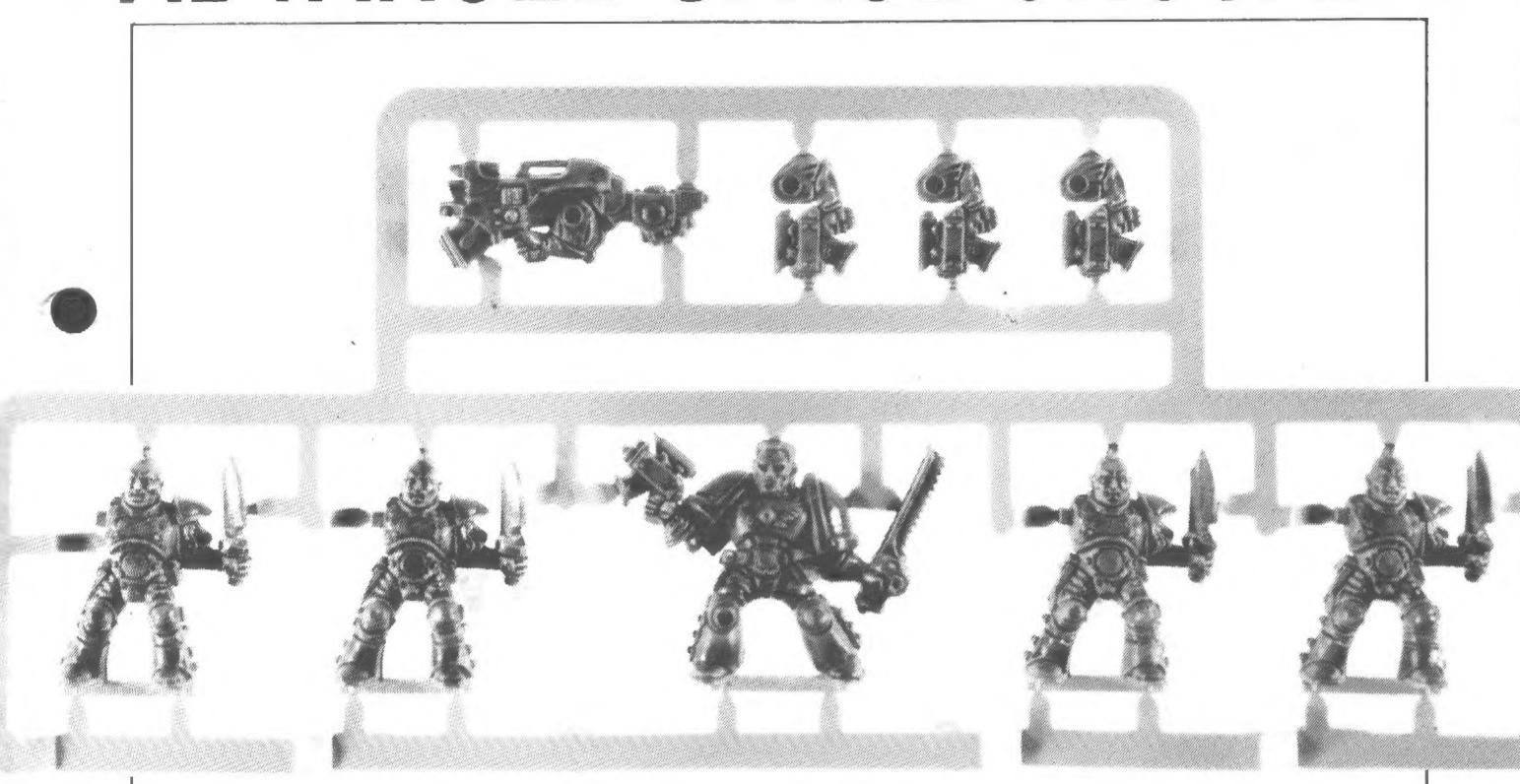
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ADVANCED HEROQUEST



(WARRIOR, DWARF, WIZARD AND ELF) 132414

ADVANCED SPACE CRUSADE

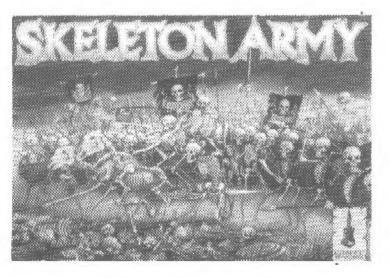


SPACE MARINE SCOUTS SPRUE
(1 SPACE MARINE SERGEANT AND 4 SPACE MARINE SCOUTS)
120000

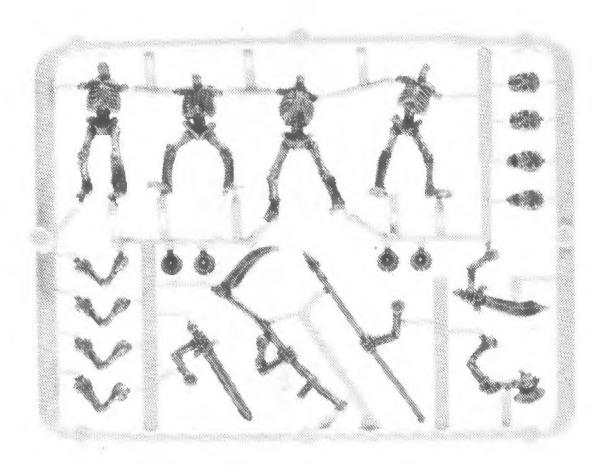
SKELETON ARMY



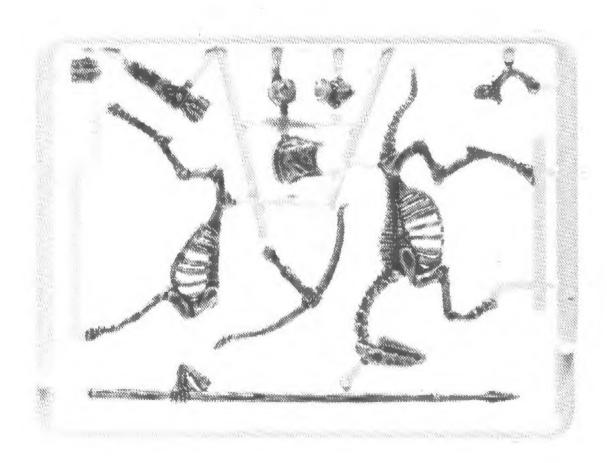
This box contains a Skeleton Chariot with 2 crew, 8 Skeleton Horsemen and 30 Skeleton Infantry. All supplied with a wide variety of weapons



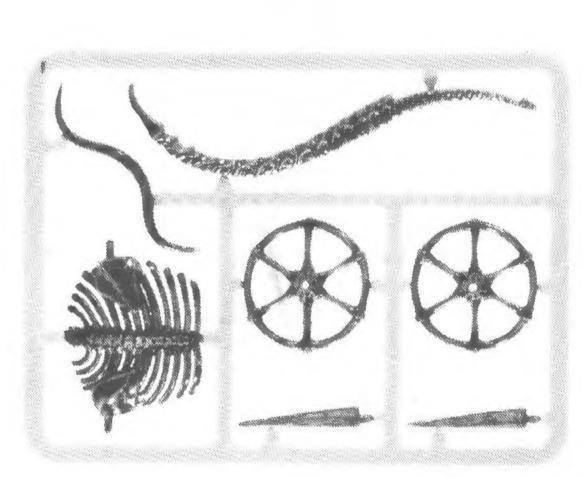
THESE PLASTIC MODELS REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLES ABOVE. CITADEL PLASTIC CEMENT IS RECOMMENDED.



SKELETON BODIES AND WEAPONS SPRUE 101462







ALL SPRUES SHOWN AT 50% ACTUAL SIZE

SKELETON CHARIOT 131769



CTEDUEN TADE





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